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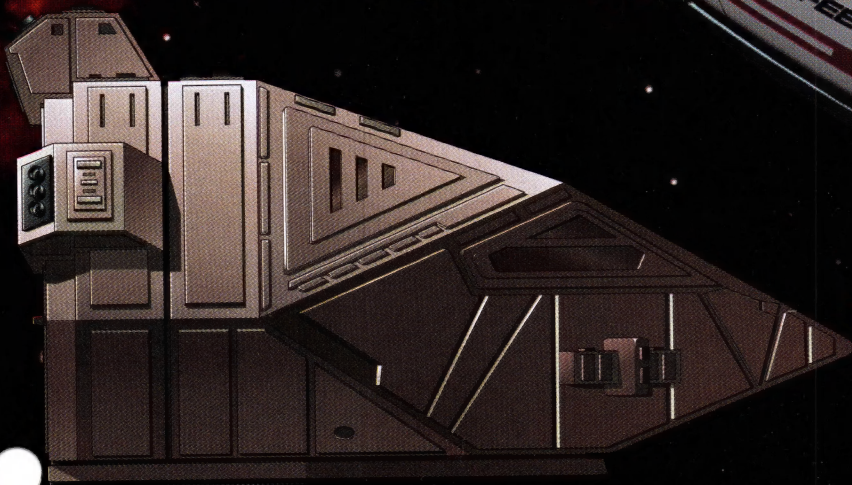
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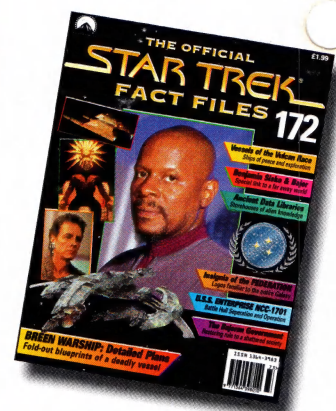
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 56

FANTASY ALIENS



OTHER GROUPS
AND RACES

A group of enigmatic alien explorers manifest themselves as familiar life forms, drawn from the imaginations and fantasies of the *Deep Space Nine* crew, in an effort to make diplomatic contact with the Federation.

Little is known about the alien beings who make contact with the crew of *Deep Space Nine* in 2369. The exact location of their world of origin, somewhere in the **Gamma Quadrant**, remains a mystery, as does the native name of their species, their true appearance, their gender structure (if any), their method of traveling through space, and numerous other important facts. The only attribute of the aliens that has been accurately documented by **Federation** personnel is the observation that they are exceptionally gifted telepaths and illusion casters, on a par with, or perhaps superior to, the **Talosian** race in power and skill. The mysterious aliens appear to be benign in intent and claim to be acting in the interests of cultural investigation, but their actions could better be described as provocative and mischievous.

Mission of discovery

At an unknown time in the past, possibly centuries ago, this race set out from the Gamma Quadrant on a mission of investigation and exploration, with specific instructions to observe any other intelligent species they encountered. By the 24th century, these beings' attention is attracted by

interstellar traffic from the **Bajoran** wormhole. Following a craft through the phenomenon, they arrive in the vicinity of *Deep Space Nine* and promptly launch an investigation of the station's inhabitants.

Unknown anomaly

Their arrival is initially detected as an unusual sensor reading of elevated **thoron particles** within a plasma field. This anomaly, while not in itself alarming, causes the station personnel to speculate about possible causes, giving the life forms their first taste of humanoid imagination, a process which startles and intrigues them. They have never before encountered a species with this degree of creativity.

Fired by the imagination of the humanoids, three members of the expeditionary force choose to take advantage of the most vivid

images that are at the forefront of the minds of key station personnel. The three aliens take the shape of long-deceased 21st-century baseball player **Buck Bokai**, the fairy tale



▲ Chief Miles O'Brien reads the fairy tale of *Rumpelstiltskin* to his daughter Molly. Not long after, the imaginary character appears.

VISITATIONS

Granting wishes

The aliens create apparitions on *Deep Space Nine*, apparently in answer to its inhabitants' wishes. For example, Benjamin Sisko appears to his son Jake, while 'ladies of negotiable virtue' arrive to entertain Quark.



▶ The Ferengi barkeep Quark is delighted when a pair of scantily clad women materialize beside him.



▲ After telepathically delving into the imaginations of the *DEEP SPACE NINE* personnel, three aliens take on the appearances of baseball legend Buck Bokai, Rumpelstiltskin, and Lt. Jadzia Dax.

Designation Unknown
Class Unknown Quadrant Gamma
Native name Unknown

Inhabitants The aliens are capable of changing their appearance and can manifest themselves as various human or non-human forms. Their true appearance is unknown; they are sophisticated telepaths and illusion projectors.
Homeworld The exact location of their planet is unknown, but it is situated somewhere in the Gamma Quadrant.
Government Apparently democratic
Starship Log STAR TREK: DEEP SPACE NINE 'If Wishes Were Horses'



▲ Constable Odo has an unusual problem to deal with when a Gunji jackdaw wanders across the Promenade.

▼ The curious alien beings discuss the reactions of their chosen subjects. They cannot understand why the station's personnel would reject characters taken out of their own imaginations.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 56

FANTASY ALIENS



OTHER GROUPS
AND RACES

GALAXY FACTS

▶ Even the stern Changeling Odo proves to have a vivid imagination. The fantasy aliens delight the constable by placing a manifestation of Quark in a holding cell.

▶ Science Officer Jadzia Dax imagines a subspace rupture which threatens *Deep Space Nine*. She believes this phenomenon explains the anomalous thoron particle sensor readings.

OTHER CARDS IN THIS FILE...

- 20 THE TALOSIANS
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character Rumpelstiltskin, and a flirtatious version of **Lt. Jadzia Dax**. These illusory figures appear to **Commander Benjamin Sisko**, **Chief Miles O'Brien**, and **Dr. Julian Bashir** respectively.

The creatures assuming these roles appear to be the leaders of a larger expeditionary group; as more than half the station's inhabitants report similar visitations, it would seem that the total expedition is comprised of more than just three members.

No attempt at imposture is made, as the pseudo-Dax appears in the company of the real one, and in any case her lack of scientific

knowledge is immediately apparent. This suggests that, however unorthodox their method of conducting anthropological studies, the aliens are essentially honest creatures. Their methods cause confusion and bewilderment, but they have no desire to hurt or truly deceive.

Entertaining subjects

The three fantasy characters watch as the *Deep Space Nine* crew invent ever more elaborate theories to somehow explain events, which they consider to be symptoms of a **subspace** anomaly. The aliens select the most exciting and dangerous

of the possible outcomes speculated upon and cause these events to seemingly occur, driving the crew to greater heights of imagination as they are forced to come up with one stratagem after another to avert disaster. For example, **Security Chief Odo** has to cope with a series of bizarre occurrences on the station, including anomalous weather conditions, appearances of lost lovers, religious leaders, and mythical figures, as widespread hallucinations spread panic among the residents.

Eventually, Commander Sisko realizes the true nature of the catastrophe, and orders his crew to

disregard the sensor readings, however alarming they may appear. One by one, the consoles subside to normal status; the threat is gone, and the trio of aliens, satisfied with the results of their investigations, temporarily vanish.

First contact

The Bokai figure later reappears to Sisko, and explains that the life form's secrecy was for their own protection. This suggests that the aliens have not always received a warm welcome on their travels, perhaps because of their unique method of communication, and that they have grown

cautious as a result. Expressing goodwill toward Sisko and *Deep Space Nine*, Bokai vanishes again, but not before promising a return visit one day.

These intrepid and unorthodox pioneers have formulated an initially favorable assessment of the Federation and its allies, and decide to continue their exploration of the **Alpha Quadrant**. Hopefully, they are currently using more discreet methods than those employed on their previous **first contact** mission.

DREAM COMPANIONS

Buck Bokai

The short and portly Buck Bokai did not look particularly athletic, but he was one of the most distinguished players in the history of baseball. Unfortunately, his career coincided with the decline of the game as a spectator sport. When Bokai and the London Kings won the final World Series, there were only 300 people in the stadium.



▶ Buck Bokai springs from the mind of Benjamin Sisko, who is an avid baseball fan.

Jadzia Dax

The science officer of *Deep Space Nine* takes on a different persona in the fantasies of Dr. Bashir, who has harbored an unrequited passion for Dax almost since their first meeting. This Dax is ardent to the point of servility, although she describes herself merely as being "not a cold fish, like you" to the original Dax, urging Jadzia to "climb down off your high horse."



▶ The Jadzia Dax of Bashir's fantasy is very compliant, and has no scientific knowledge.

Rumpelstiltskin

This evil dwarf is the villain of a fairy tale that has been told for centuries on Earth. He appears in the story of a man whose false boast that his daughter can spin straw into gold backfires when the King imprisons him, threatening his life unless his daughter spins gold. Rumpelstiltskin appears to the despairing daughter, offering to do the deed for her in exchange for her hand in marriage. Rumpelstiltskin appears on *Deep Space Nine* after Chief Miles O'Brien recites this fairy tale for his daughter Molly's bedtime story.

▶ Rumpelstiltskin is an evil dwarf from an Earth fairy tale.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 6B



OTHER GROUPS
AND RACES

THE KAZON AND TECHNOLOGY

The Kazon sects are feared by lesser races for their stolen Trabe technology. Each sect has an unrelenting hunger for any new advances that may give it an advantage in the races' incessant feuding.

To the **Delta Quadrant** race known as the **Kazon**, technology is power. It is the means by which one of the disparate warring sects can gain control over another, and perhaps go on to rule the entire quadrant. A number of these sects – notably the **Kazon-Nistrim**, led by **First Maje Jal Culluh** – pursue new technology relentlessly.

Kazon science was actually pioneered by the **Trabe**, a highly evolved species that enjoyed some of the finest technology in the quadrant. These overlords treated the Kazon like animals, but were taken completely by surprise when the downtrodden race rose up against them. The Kazon stole ships, weapons, and everything

else from the Trabe, and now persecute that race in return for the decades of ill treatment they suffered.

Acquired progress

The Kazon's acquired technology is in many respects similar to that developed by **Alpha Quadrant** powers such as the **Federation**. They possess energy beam hand weapons, warp drive capability, tractor beams, and various classes of ship. These include **Kazon Raiders**, shuttles, and specialized vessels such as the **Kazon Armored Shuttle** employed in mid-2372, which features a modified bow to allow it to puncture an enemy ship's hull. Starship procedures are described in generic terms, such as 'bridge operations,' and the race employs familiar jargon

such as **lateral deflectors**, **coherent polaron pulses**, and **photonic charges**.

Despite these common features, Kazon technology has proved to be inferior to its Federation equivalent. The **U.S.S. Voyager NCC-74656** engages in many skirmishes with Kazon vessels throughout 2372, and, despite being outnumbered, manages to successfully triumph in each confrontation. The one exception comes at the end of the year, when a combination of cunning and sabotage allows the Federation starship to be temporarily hijacked.

Kazon sensor equipment is rudimentary; a Federation **tricorder** is able to pinpoint in minutes life signs that a Kazon device would take weeks to track. The race's medical technology is also primitive by comparison.



▲ The Kazon sects have acquired much of their advanced, spacefaring technology from the Trabe, the race's former overlords.

KAZON SACRIFICE

Takeover

The Kazon employ a number of devious tactics in their attempts to seize the **U.S.S. Voyager's** superior technology. In late 2372, they lure **Voyager** into a trap by making **Chakotay** believe that **Seska's** child is his son, and that the baby is in danger. As the ship moves further into Kazon territory, an agent named **Tierna** is planted on **Voyager**. The circumstances of his 'rescue' from a disabled shuttlecraft are very credible, but his part in the plot is to detonate an explosive device concealed in his blood.

This internal explosion severely damages the ship during a crucial battle. The Kazon repeatedly attack **Voyager's** secondary computer processor, meaning that Captain **Janeway** cannot order autodestruct when the ship is taken. The Kazon's meticulous tactics pay dividends; albeit temporarily, **Voyager** is taken over.



▲ The Kazon agent **Tierna** is 'rescued' by the **U.S.S. VOYAGER** crew.



▲ Using cunning tactics, the **Kazon-Nistrim** gain control of **VOYAGER**.

▶ **Tierna** detonates an explosive device in his bloodstream on board **VOYAGER**.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 6B



OTHER GROUPS
AND RACES

THE KAZON AND TECHNOLOGY

◀ *Seska uses all her Cardassian, Maquis, and Starfleet experience to help Maje Culluh gain Federation technology.*



They have developed handheld medical scanners, and instruments capable of extracting a sample of DNA, but are incredulous that *Voyager's* EMH is able to completely replace a Kazon warrior's blood.

Additionally, there are huge gaps in Kazon technological achievement, including devices such as **food replicators** and **transporters** – advances taken for granted by many Alpha Quadrant powers.



◀ *The treacherous Seska helps the Kazon-Nistrim to steal a food replicator from VOYAGER.*

The desire to obtain such systems motivates many Kazon schemes. In 2371, a Kazon-Nistrim ship is given a food replicator by the traitorous *Voyager* crew member **Seska**, but the Kazon crew's failure to use

a thick interior shield casing means it blows up, severely damaging their vessel. Replicators might appear to be a small concession, but for a race that has recurring problems with water shortages, such technology would have represented a massive leap forward.

The Nistrim are also behind a daring attack on *Voyager* the following year, during which they manage to board the ship and steal a transporter module. Fortunately, this is tracked down and destroyed by **Commander Chakotay**.

Technological obsession

Maje Culluh is obsessed with the idea of stealing Federation technology, as the acquisition of a new and powerful advance would

GALAXY FACTS

▶ **The Kazon are familiar with such scientific phenomena as thoron particles.**

▶ **Starfleet shuttles can outmaneuver Kazon vessels at impulse power, as the race's ships are clumsier at slower speeds.**

▶ **The interior of Kazon ships have a more dingy appearance than their Starfleet counterparts, but they utilize similar technology.**

send a message to the other sects that the Nistrim is to be feared. Those other sects are not as fixated on new advances as the Nistrim, but they remain wary of superior technology. **Maje Jabin** of the **Kazon-Ogla** is unwilling to allow *Voyager* personnel to board the **Caretaker's Array** for fear they may challenge the Ogla.

Seska's defection to the Kazon gives the Nistrim the means to upgrade some of its technology with the benefit of her combined **Cardassian, Maquis, and Starfleet** experience. The Nistrim forces that capture *Voyager* appear to have been trained in Federation technology by Seska – they swiftly repair the damaged ship, operate tricorders, and execute complex operations such as a planetary landing. The *Voyager* crew themselves are stranded for a short time on the desolate planet **Hanon IV**.

Lost opportunity

Following the death of Seska and the retaking of *Voyager* at the beginning of 2373, the ship leaves Kazon space, and the opportunity for the Kazon to plunder its wondrous technology is lost. There remains, however, the strong probability that the Kazon-Nistrim took examples of Federation equipment such as **phasers**, tricorders, and transporter modules with them when they abandoned ship – meaning that the ambitious Maje Culluh's sect may yet gain the position of increased power he craves.

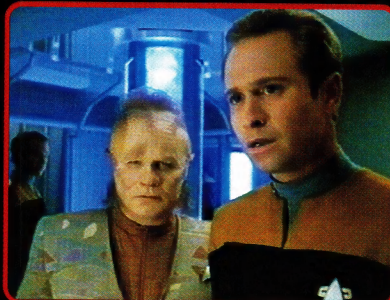
KAZON TACTICS

Ambush

One of the Kazon's favorite ambush tactics is to send out a fake distress signal to unwary travelers, but in mid-2372 Seska crafts a more cunning variation of this scheme. The Nistrim set a probe to emit a Federation signal and then hide inside a hydrogen cloud, obscuring sensor readings. In a surprise attack, they continually match their weapons to the *U.S.S. Voyager's* shield frequency, creating a 'hole' in the vessel's defenses. This weak spot is then rammed by a smaller ship with a strengthened bow. Kazon warriors intend to board through the breach, steal a transporter module, and beam away.

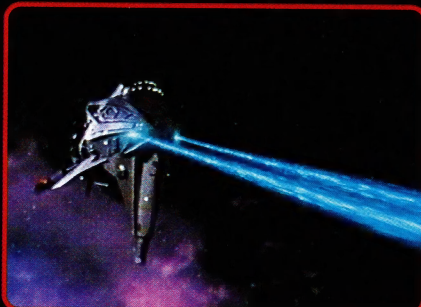
This plan fails, but the Kazon are relentless. On top of consistently attacking *Voyager*, they cultivate a spy on board: disgruntled crewman **Michael Jonas**. He damages the warp coils, forcing the ship to divert to the Hemikek system, where the Kazon have ships and ground troops waiting. Luckily, the plot is discovered before Jonas can follow through.

▶ *In 2372, Michael Jonas damages the U.S.S. VOYAGER's warp coils by sabotaging the ship's magnetic constrictors.*



▶ *Kazon forces attack VOYAGER in an ARMORED SHUTTLE, which smashes through even the Federation ship's hull defenses.*

▶ *One of the Kazon's favorite ambush tactics is to gain advantage over an enemy through a surprise attack.*





U.S.S. ENTERPRISE NCC-1701

PERSONNEL

SPECIALIST CREW ROLES AND DUTIES

The *U.S.S. Enterprise NCC-1701* is perhaps the most famous vessel in Starfleet history, but it should never be forgotten that a starship is only as good as its captain and its crew.

The crew complement of the *U.S.S. Enterprise NCC-1701* is broken down into a number of divisions and departments, each assigned specific duties and tasks. The captain is in overall control of the starship, but it is important that much of the minutia of running the vessel is delegated to subordinate, though equally capable, officers. These men and women report back to the captain, either directly or via intermediate stages of a carefully structured chain of command.

Much of the general day-to-day maintenance and operational activity falls to the ship's numerous enlisted crew members; these staff rank below the officers, and their command responsibilities are nominal. Higher ranked enlisted crew members are often placed as second- or third-in-command of a given shipboard department, serving under an officer, and are referred to as chief. This term can be a contraction of the rank chief petty officer, or may also refer to placement within a department; for example **Transporter Chief Pitcairn**, or chief of operations. In addition, enlisted crew are sometimes referred to by their operational specialty rather than their rank; for example, **Geological Technician Fisher**.

Commissioned officers, from the ranks of ensign up to captain, serve on board the *Enterprise* as the heads and deputy heads of a department. During the *Enterprise's* five-year mission in the mid-2260's, **Captain James T. Kirk** heads the command department, while his executive officer and chief science officer, **Mr. Spock**, heads the science division. Life sciences and medical falls under the control

of **Chief Medical Officer Dr. Leonard H. McCoy**, communications is headed by **Lt. Uhura**, and engineering by **Lt. Commander Montgomery Scott**.

As the head of a department, an officer will supervise a number of staff and oversee the smooth running of the systems under their control. In order to do this, many of the staff serving under them will also be trained for specific tasks; for example, Mr. Scott is aided in running the Engineering Department by **Assistant Chief Engineer DeSalle**. Another highly specialized task within the Engineering Department, that of monitoring the **dilithium crystals** that power the ship, is overseen by **Lt. Charlene Masters**. Her role comes under the supervision of the Engineering Department, but her blue shirt indicates the specialist scientific knowledge she holds.

The medical department contains many specialists. All the doctors and nurses serving in the *Enterprise's* sickbay have undergone many years of medical training, and the staff also includes psychiatrists such as **Dr. Elizabeth Dehner**, who is assigned to the ship to study the effects of long-term space travel on its crew. Another psychiatrist, **Dr. Helen Noel**, has a detailed knowledge of penology. **Dr. M'Benga** is a specialist in **Vulcan** physiology, a must on a ship with a half-Vulcan first officer.



▲ Captain Kirk's role is mostly managerial, with specialists such as Science Officer Spock handling the specifics of the ship's missions.



▲ Lt. Uhura is the ship's communications officer. She monitors all audiovisual communications and is often the first point of contact for anyone speaking to the vessel.

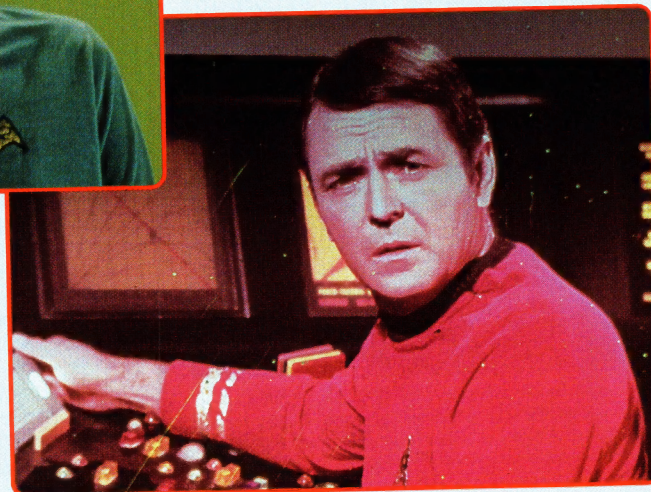


▲ As chief medical officer of the *U.S.S. ENTERPRISE NCC-1701*, Dr. Leonard McCoy manages a team of specialists including nurses, surgeons, and psychiatrists, all of whom ensure that the crew remains as healthy as possible during their missions.



▲ Psychiatrist Dr. Elizabeth Dehner has a very specific role: she is to study the effects of long-term deep space exploration on starship crews.

▶ Chief Engineer Montgomery Scott is tasked with ensuring that the ship runs smoothly at all times. He is also responsible for organizing repairs and routine maintenance when needed.





SPECIALIST CREW ROLES AND DUTIES



Dr. M'Benga has studied Vulcan physiology, important on a ship with a Vulcan crewman.



Records Officer Ben Finney believes he is capable of achieving more than this relatively routine position, but his mental state would suggest otherwise.



Dr. Helen Noel is an expert in psychiatry and penology. Starfleet has long been interested in protecting the mental health of its officers.

It is important that all roles aboard the ship can be taken over when the usual crew member is off duty or incapacitated. Among a well trained and well prepared crew, this is not a problem – officers such as **Lt. Lee Kelso**, **Lt. Alden**, and **Lt. DePaul** are all trained to man the helm position, while **Lt. Hadley** and **Lt. Palmer** can step in for **Lt. Uhura** at the communications post. The transporter room, a vital part of the *Enterprise*, counts among its staff transporter officers **Berkley** and **Wyatt**, and transporter technicians such as **Wilson**.

Many crew members aboard the *Enterprise*,

such as **Lt. Kyle**, have been given a broad general training, and can switch easily from one department to another depending on the task required. Others have more defined roles, and these are often put to particular use during landing party missions. For example, planetary surveys are often conducted by dedicated geologists such as **Lt. D'Amato** and **Lt. Jaeger**, while astrophysics specialist **Lt. Boma** is included in the team sent to investigate the space phenomenon designated **Murasaki 312**. **Dr. Ann Mulhall** is the ship's astrobiology specialist.

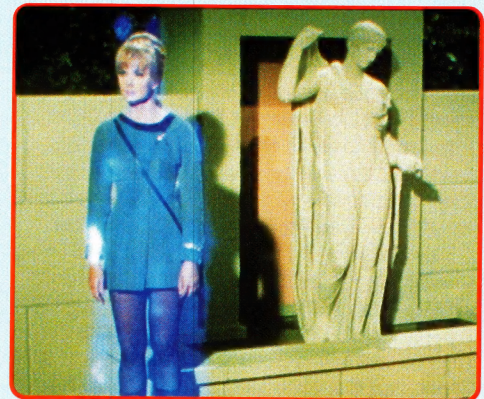
Crew members such as the historian **Lt. Marla McGivers**, and **Lt. Carolyn Palamas**, the ship's archeology and anthropology officer, play an important role in studying the civilizations found on a planet, as well as its physical composition. Other officers carry out tasks that are more important to the day-to-day operations of the ship rather than recording the worlds and phenomena it visits. **Lt. Commander Ben Finney** is the *Enterprise's* records officer, while **Lt. Robert Tomlinson** is posted to the ship as a phaser control officer.

The staff within a given department aboard the *Enterprise* are among the most experienced personnel in their disciplines that **Starfleet** has to offer; with the *Enterprise* known as one of the finest ships in the fleet, only the best of

the best are assigned aboard for a challenging five-year mission of exploration. The starship's mission is primarily scientific, so the crew have a high degree of science training, and many of them specialize in academic disciplines, such as history, biology, or anthropology, that would be of absolutely no use aboard a purely defensive combat ship. Throughout the *Enterprise's* journeys, all of the crew are called upon to perform under extreme conditions and in situations that test them to the very limit; many men and women lose their lives in the service of Starfleet and the **United Federation of Planets'** ideals, but their sacrifices allow us to learn more about the universe around us.



Lt. Charlene Masters is in charge of monitoring the status of the ship's dilithium crystals.



Lt. Carolyn Palamas is the ship's archeology and anthropology officer. The position still exists a century later.



Marla McGivers, the *ENTERPRISE's* historian, is thrilled to meet **Khan Noonien Singh**, a hugely influential figure from Earth's Eugenic Wars era.

SPECIALIST KNOWLEDGE

Secure storage

Technically, members of the **U.S.S. Enterprise** crew should be able to deal with any situation that occurs during the ship's five year mission, no matter how unexpected. Nonetheless, many specific missions are planned well in advance, and when particular skills are required to carry them out, specialists in that field may be assigned to the ship temporarily. In 2269, **Lt. Mira Romaine** is assigned to the *Enterprise* during its mission to **Memory Alpha**, the Federation's main records facility, where she is to oversee the transfer of newly designed equipment to the library planetoid.



Scotty is immediately taken with **Lt. Mira Romaine**, and goes to great lengths to protect her from the body-possessing **Zetars**.

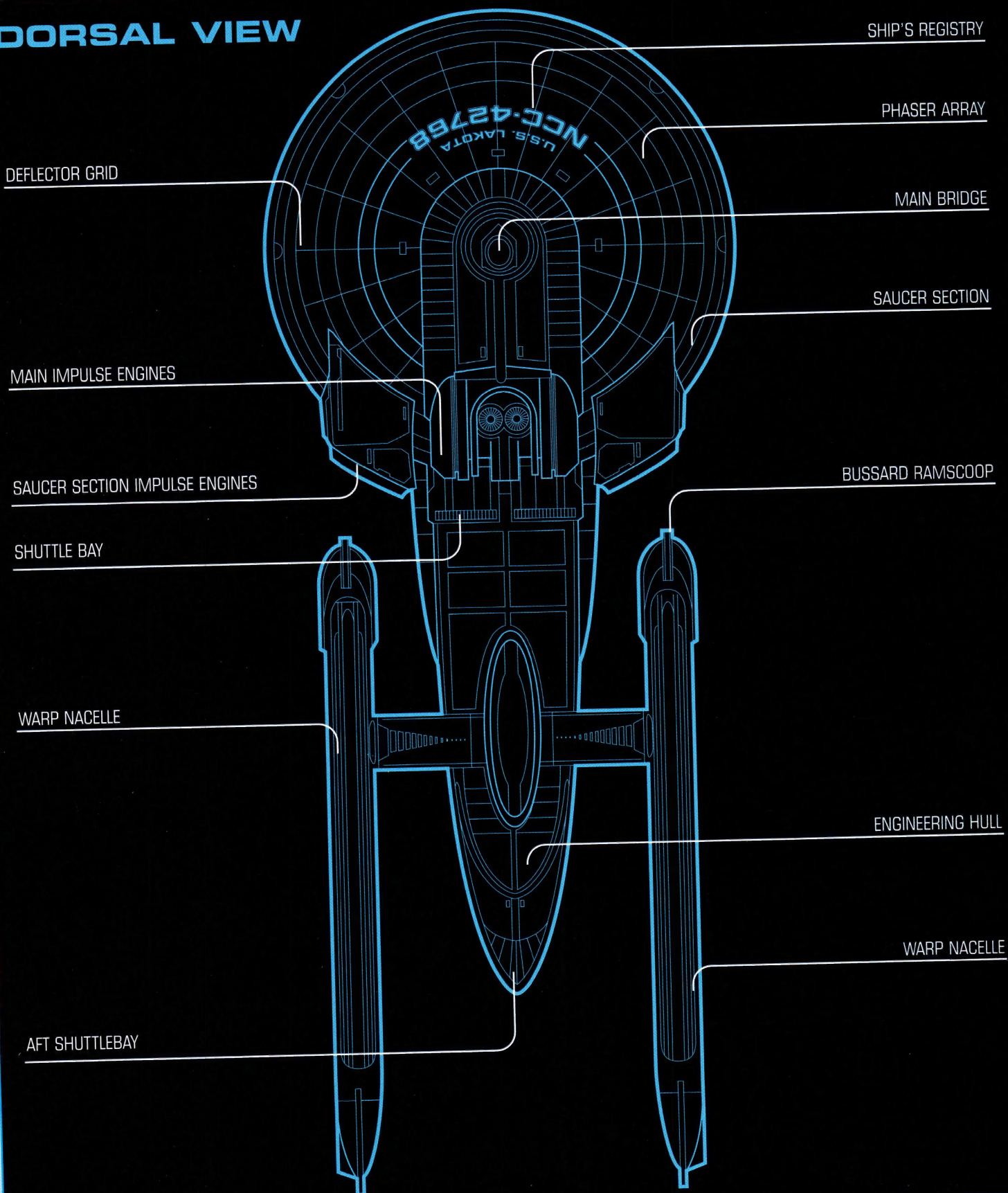


TYPE:
EXCELSIOR-CLASS STARSHIP

REGISTRATION No:
NCC-42768

NAME:
U.S.S. LAKOTA

DORSAL VIEW





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

EXCELSIOR-CLASS STARSHIP

REGISTRATION No:

NCC-42768

NAME:

U.S.S. LAKOTA

There is more to the *U.S.S. Lakota* NCC-42768 than meets the eye. In 2372, this deceptively well-armed ship is given a treasonous mission to intercept and disable the *U.S.S. Defiant* NX-74205.

The *U.S.S. Lakota* NCC-42768 is one of a handful of **Starfleet** vessels given the dubious mission of firing on a friendly ship. Its unwitting crew form part of a plot by **Admiral Leyton**, an influential figure at **Starfleet Headquarters** on Earth, to prevent a planned military coup in 2372 being exposed.

Outwardly the *Lakota* appears to be identical to any other **Excelsior**-class ship. It has a sleek design, with the standard Starfleet configuration of primary saucer section, secondary drive section, and twin **warp nacelles**. The latter project outward from the engineering hull on pylons.

The *Lakota* docks at station **Deep Space Nine** in mid 2372 to take on board **Captain Benjamin Sisko** and **Chief of Security Odo**, and ferry them to Earth for top-level briefings on the possibility of Changeling infiltrators. The passage is uneventful, and the ship remains in orbit when it reaches Earth, where it is to undergo a series of upgrades.

Well-planned position

The ship's location appears fortuitous when the planet suffers a total power blackout some days later, as Admiral Leyton, Odo, and Sisko are able to use the *Lakota*'s **transporters** to beam to the **Federation President's** office. Additionally, when a state of emergency is declared on Earth, the ship's transporter and communications systems permit the mobilization of every Starfleet officer on Earth in less than 12 hours.

There is more, however, to the *Lakota*'s presence than is initially known. It transpires that, under the orders of Leyton and his adjutant **Commander Erika Benteen**, the ship played a key role in the planetary blackout. **Starfleet Academy's** elite **Red Squad** were beamed aboard on the night of the blackout and received the equipment and access codes needed to sabotage **Planetary Operations** in Lisbon in the early hours of the morning. The *Lakota*'s transporters delivered the cadets and beamed them out again. This information is only revealed

after intensive investigation by Captain Sisko and Odo.

There is more to the *Lakota* – named for the Native American nation – in other ways as well. Its refit and upgrades allow for a much more powerful arsenal, including **quantum torpedoes**, than is usual on an **Excelsior**-class vessel. This is no doubt at Leyton's behest. The admiral is also responsible for a significant number of personnel transfers in the week leading up to the planned coup. One of these is Benteen, who is promoted to captain of the *Lakota*.

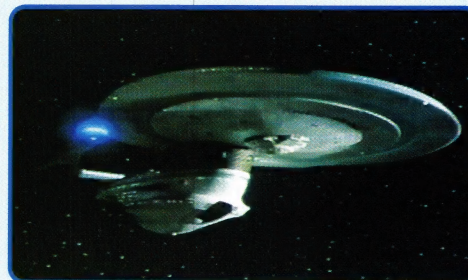
The vessel's first mission under Captain Benteen is to prevent the *U.S.S. Defiant* NX-74205 from reaching Earth with vital evidence of the coup planned by Leyton as a response to the perceived **Dominion** threat. Under Leyton's orders, one **Lt. Arriaga** attaches a **subspace modulator** to the relay satellite on the far side of the **Bajoran wormhole** to imply that a cloaked invasion fleet of **Jem'Hadar Warships** may be heading for the **Alpha Quadrant**.

Double deception

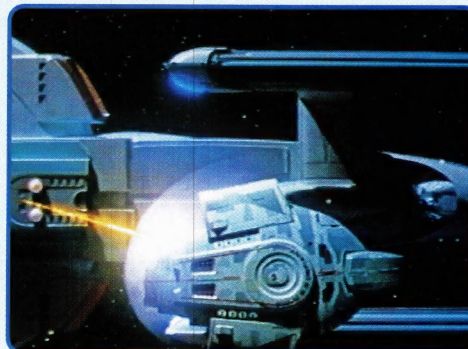
To ensure Leyton's orders are carried out, the *Lakota*'s crew are told that the *Defiant*'s entire crew complement has been replaced by shapeshifters. Benteen's orders are to disable the ship, and to this end she orders the *Defiant*, under the command of the **Klingon** officer **Lt. Commander Worf**, to drop out of warp and prepare to be boarded. The *Lakota* refuses to answer the other vessel's hails, raises shields, and powers up **phasers**, targeting the *Defiant*'s warp engines.

The *Defiant* naturally resists, and Starfleet ship engages Starfleet ship. The *Lakota* fires the first shot, and the ensuing battle is fierce. The *Defiant* is a warship, fitted with ablative armor – a fact of which Captain Benteen has not been informed – while the *Lakota*'s weapons array is exceptionally powerful. Both ships sustain heavy damage.

Faced with this deadlock, Benteen contacts



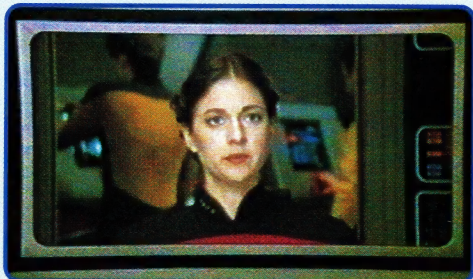
▲ In 2372, Starfleet ship fires on Starfleet ship when the LAKOTA is ordered by Admiral Leyton to disable the U.S.S. DEFiant and apprehend its crew.



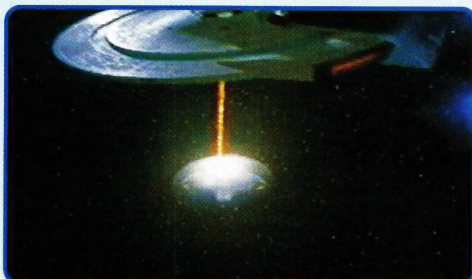
▲ The U.S.S. LAKOTA NCC-42768 follows in the grand tradition of EXCELSIOR-class ships that includes the U.S.S. ENTERPRISE NCC-1701-B and the U.S.S. EXCELSIOR NCC-2000.

Leyton on Earth for fresh orders. The *Defiant* is in bad shape, with shields down and major systems failures, but the *Lakota* is even worse; **Chief Miles O'Brien** suggests that one good hit will probably finish off the other ship. Despite Leyton's exhortations to destroy the *Defiant*, Captain Benteen realizes that all is not as it seems, and decides she can no longer follow the admiral's orders. The *Lakota* powers down weapons and allows the *Defiant* to proceed to Earth with its incriminating evidence.

The outcome of the combat is grim: the *Lakota* reports as many as 24 casualties, while there are two dead and seven injured aboard the *Defiant*. The fate of Captain Benteen following her participation in Leyton's treason is unknown, but the ill-fated crew of the *Lakota* are no doubt eager to close this dark chapter in their ship's history.



▲ Erika Benteen acts as Admiral Leyton's trusted aide on Earth. He promotes her to captain of the LAKOTA.



▲ The LAKOTA has a powerful weapons array, but the DEFiant is equipped with equally powerful ablative armor and shields.



▲ The treasonous crew of the LAKOTA incur heavy casualties, and Captain Benteen's fate remains unknown.

Klingon Toron-Class Shuttlecraft

Klingon Toron-class shuttlecraft are ill-maintained and drab looking, but the vessel nevertheless provides a valuable service in trade to the Klingon Empire.

The **Klingon Empire** is well known for the design of its spacecraft, many of which have come to symbolize the power and warrior attitude of its people. The majority of these recognizable ships are military in nature, such as the *Klingon Bird-of-Prey* and the heavier *Klingon Battle Cruisers*, but transport is also required by the many Klingon traders who operate within the **Alpha** and **Beta** quadrants. Civilian vessels are not as commonplace as warships in the service of the empire, and the status of such traders within Klingon society would likely preclude them from having the wealth to afford the protection of a heavily armed warship. Nevertheless, non-military vessels are extremely valuable for trade in and around Klingon territory.

One such small Klingon shuttle, officially listed as being the **Toron** class, is instantly identifiable to **Starfleet** sensors by its Klingon characteristics. It can be operated by a single occupant; indeed, the small dimensions of the ship preclude a large crew complement, with the Klingon craft primarily designed for short distances. This fact is supported by the cramped interior of the vessel and apparent lack of facilities. It does not possess the typical **warp nacelle** configuration seen in larger Klingon vessels, and has limited power and range.

Practical design

Consisting of a single main hull, the shuttle is around five meters in length and over two meters tall at its highest point. The exterior is constructed of a series of light-brown colored, raised plates, which protect the vessel's angled exterior surface, and give it a rugged and practical appearance. The forward port and starboard sides have protruding structures jutting out and forming pointed surfaces near the bow of the ship; similar modules are arranged around the upper edges of the vessel's flat stern.

The port and starboard sides of the hull angle outward to form a pointed edge, which runs along the length of the ship, and contain the small propulsion units on their upper sides toward the rear of the vessel. The bow is steeply angled to form a rough aerodynamic shape suitable for entering a planet's surface, and the single pilot is able to view space through a large cockpit canopy in the upper edge of the bow, which is split into three by support struts. Unlike larger Klingon ships, the shuttle does not appear to have any exterior weapons, and its shielding is minimal, allowing the vessel to be forcibly moved inside a larger ship if required.

Loading cargo

The rear of the ship contains the main hatch, which is the only point of entry and exit from the confined interior of the vessel; its short length means that an average Klingon has to bend down in order to walk through it. The bottom part of the hatchway is wider than the upper part, providing extra width for loading and unloading merchandise or supplies. An angled unit, directly above the top ledge of the doorway, has Klingon identification marks written onto it, but the general condition of the vessels tends to give the impression they are heavily used and not well maintained. When the shuttle lands on its flat underside, the angled door opens outward and slowly descends downward, forming a gently angled ramp down which the occupant can walk, or up which cargo and supplies can be loaded.

In common with other Klingon ships, comfort is a low priority. The interior consists of drab gray and brown plating, which covers all of the bulkheads; illumination is supplied by a number of small white and green lamps, built into recessed units in the upper parts of the port and starboard walls. There is an angled framework built around the interior hatchway in the stern of the ship,



The shuttle's hatch door opens outward and descends down to form a ramp.



The Klingon craft has a rather drab looking, mottled brown exterior. The hull also looks the worse for wear.

which also has some illuminated blue grilles incorporated into its surfaces, but the exact purpose and function of these is unclear. Overall, the illumination is low key, adding to the deliberately sinister effect the Klingons may wish to convey when communicating with others.

The *Klingon shuttle* is equipped with efficient communications systems which allow the occupant to converse with other vessels from their command chair at the bow of the ship, via an audiovisual link. This can be broken off at any time through a control switch to the right of the viewscreen, and the ship also has the ability to send a transmission within a 15 minute radius of its location. It is no match for a larger vessel when challenged, and the occupant may be a civilian, but a crew wishing to inspect any Klingon vessel should be on their guard – and not expect a warm welcome.

The hatchway entrance is not high enough to allow the Klingon pilot to enter without bending down.



The TORON-class SHUTTLECRAFT is primarily designed to be a single pilot vessel, intended for short journeys.

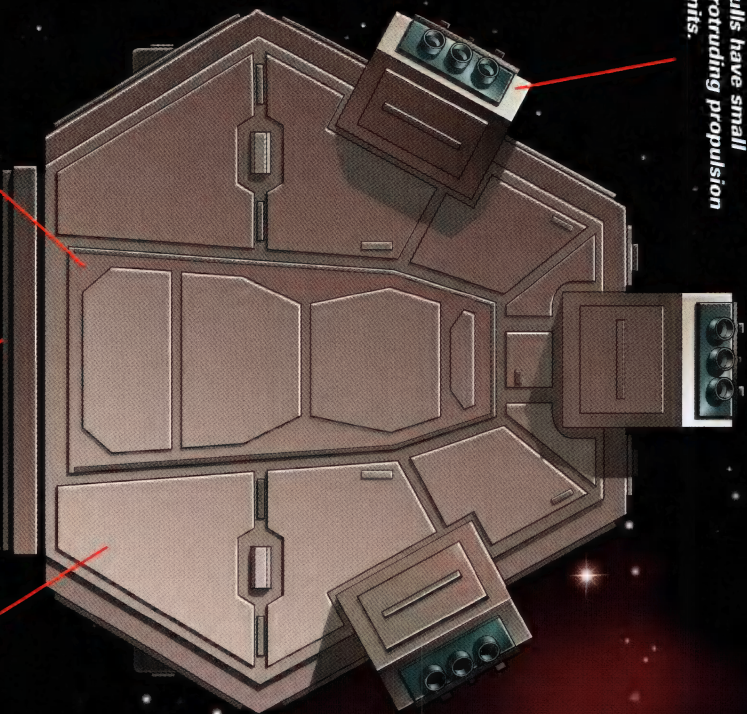
Captain Picard goes undercover to infiltrate a group of mercenaries. He helps obtain the Klingon shuttle's cargo.



Klingon Toron-Class Shuttlecraft

The *Klingon Toron*-class shuttlecraft is less well known than its military counterparts, but its characteristics are still familiar to Starfleet sensors.

The port and starboard hulls have small protruding propulsion units.



The KLINGON SHUTTLECRAFT can be entered via a small hatch at its rear. The hatch opens outward and downward to form a sloping ramp.

The vessel can land on its flat underside.

Raised plates feature on the light-brown colored hull, protecting the vessel's surface.



The TORON-class shuttle has a steeply angled bow, lending the craft an aerodynamic shape.

The exterior of the shuttle looks badly maintained and overused. The interior features extremely cramped quarters for its single pilot.

There appear to be no exterior weapons on the shuttle's hull, and its shielding is minimal.



Klingon TORON-class SHUTTLECRAFT are only slightly smaller than a Starfleet TYPE-6 SHUTTLECRAFT, such as the U.S.S. ENTERPRISE NCC-1701-D's JUSTMAN.

TORON-CLASS SHUTTLE

First recorded: 2370

Type: Trading vessel

Remarks: This *Klingon shuttle* is a compact craft, designed to transport and trade cargo.

Riker's Undercover Missions

It is hardly surprising that **Commander William T. Riker** is the star of many of the theater productions staged aboard the *U.S.S. Enterprise NCC-1701-D*. The many different undercover missions in which he has honed his acting skills have often required dangerous bluffs.

Commander William T. Riker is given many dangerous assignments in his capacity as first officer of the *U.S.S. Enterprise NCC-1701-D*. Some of these

require him to go undercover, assuming a prepared identity or even enduring surgical alteration to allow him to pass for a local.

Riker is often chosen for missions that require him to pass for a member of an alien race. In 2366, he and **Counselor Deanna Troi** are made up to look like **Mintakans**, a proto-Vulcan people, so that they can beam down to find the missing member of a **Federation** observation team, and determine the extent to which this pre-warp civilization has been culturally contaminated. **Chief Medical Officer Dr. Beverly Crusher** accordingly alters the

away team's skin color, and implants subcutaneous **communicators**, so that they can receive messages from the *Enterprise* without being overheard.

Riker is successful in his mission to recover the Federation scientist, but he fails in his efforts to convince the local population that their sighting of the Federation team, hidden behind a 'duck blind,' was just a dream. This necessitates more radical action from **Captain Jean-Luc Picard**. Four years later, Riker again passes himself off as a local, this time with **Dr. Crusher**, when they visit a settlement on **Barkon IV** to try and locate the missing **Lt. Commander Data**.

Terrorist infiltration

Near the end of 2370, the commander is sent undercover with **Lt. Ro Laren**, when it appears her loyalty

to **Starfleet** and ability to complete a mission to infiltrate the rebel **Maquis** organization is in doubt. Riker poses as one of Ro's relatives, with his features

surgically altered to appear **Bajoran**. He plays the part with consummate skill, and his story is accepted by the rebels, but Ro regrettably betrays him and the Federation during a Maquis attack on a rumored **biogenic weapon** plant.

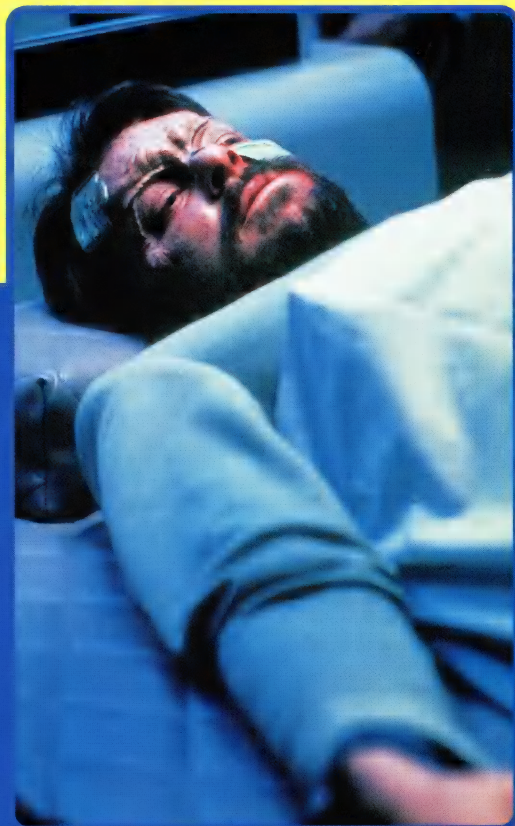
In 2369, an undercover mission goes disastrously wrong for Riker and almost costs him his sanity. The

commander is sent to recover a Federation research team forced into hiding when **Tilonus IV's** government falls. The planet is in total anarchy following the assassination of its prime minister, with some of the resulting factions even resorting to torture. The task is further complicated by Riker having to cover an area of 200 square kilometers while searching for them.

PROFILE OF AN IMPOSTOR

COVERT MISSIONS: As a Starfleet officer, Commander Riker is often required to visit other worlds and cultures. Missions to determine if a race is ready for first contact, or to rescue Federation personnel, may call for covert infiltration.

EXACT MATCH: When visiting worlds where the populace look almost exactly like humans, Riker can simply assume an alien identity by wearing the costume of the natives in order to blend in, such as he does on **Barkon IV** in 2370.



▲ Commander Riker is often well prepared for covert missions, but unforeseen events may blow his cover. When his alien physiology is discovered on **Malcor III**, Riker is forced to improvise.

RIKER'S DISGUISES

★ Secret time travelers

In 2368, Commander Riker is part of an away team that time travels to 19th-century Earth to stop the **Devidians**. They take on the guise of a theater troupe.

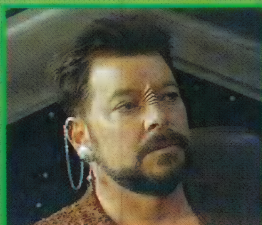


★ Mintakans

In 2366, Riker and Deanna Troi undertake a covert mission to **Mintaka III**. The two senior officers pose as a simple race of proto-Vulcans.

★ Rebel

In late 2370, Riker dons a **Bajoran** disguise and accompanies **Ensign Ro** on a mission to infiltrate the **Maquis**.



★ Q fantasy

Riker makes a convincing **Little John** in **Q's Robin Hood** scenario.



Riker's Undercover Missions

"[Arctus Baran] . . . believes you are a less than perfect Starfleet officer." — Captain Picard to Commander Riker

The preparation for such a mission is extensive. Riker undergoes a detailed cultural briefing by **Lt. Worf** that includes training in how to use the local **Nisroh knife** in the traditional bartering ceremony – in his disguise as a common merchant he will be judged on his prowess with the blade. Riker's standard equipment includes a **phaser**, **tricorder**, and communicator, the latter disguised as a **Tilonian pendant**.

The mission goes awry when Riker is attacked in an alleyway, two days after arriving. He is injected with a drug as he tries to fight off his assailants, and is then held prisoner by one of the factions as they attempt to probe his memory for information. His mind locks onto elements of his recent past to keep him sane during this procedure, and he rallies sufficiently to escape.

First contact surveillance

One of the most important duties undertaken by Starfleet officers is **first contact** with alien civilizations. Riker is chosen in mid-2367 to meet with a Federation observation team on the planet **Malcor III** and finalize these details. He is given the cover identity of **Rivas Jakara**, a tourist from the **Marta** community on the planet's southern continent, and surgical facial implants to make him resemble the **Malcorians**.

The hazards of such a mission are demonstrated once again when the commander is caught up in a riot, and seriously injured as the local police move in. Riker is taken to the **Sikla Medical Facility**, where his alien physiology is discovered, and he becomes an object of fear and hatred. Fortunately, the Starfleet officer's training gives him the presence of mind, after regaining consciousness, to produce a vaguely credible cover story.

Riker's success in these

ventures means he is the obvious choice to lead an incognito away team to 21st-century Earth and try to find the legendary warp drive pioneer **Zefram Cochrane** following a **Borg** attack. Cochrane does not believe the cover story created, so Riker risks telling him the truth. The other locals are apparently oblivious to the presence of people from the future among them, and Riker is careful not to pollute the time line by dealing with anyone other than Cochrane, or making an obvious display of 24th-century technology.

The commander also joins the *Enterprise* bridge crew when they travel back in time to 19th-century San Francisco, where he dons a policeman's outfit and almost succeeds in bluffing his way out of a confrontation with the real police. The following year, he and other members of the senior staff dress in civilian clothes to try and track down the missing Captain Picard in an alien bar. Riker is remarkably at ease in this situation – he joins in with a rowdy group, laughing at their jokes and sharing their stories. He even pulls off the unlikely story concocted by Lt. Worf that his 'sister' – Dr. Crusher – was impregnated by the man for whom they are looking.

Team work

Riker's investigation leads to him being kidnapped by the same group who abducted the captain. The commander is forced to survive by his wits aboard their ship, and typically acquits himself well. He swiftly picks up on Picard's cues that he is a Starfleet bad apple and so might be of use to the mercenaries. Any flaws in his performance would have spelled certain death.

The first officer's acting abilities allow him to succeed in other situations also. In



★ Daring cover story

When Riker is taken aboard **Arctus Baran's** ship of mercenaries, he adopts the persona improvised for him by **Jean-Luc Picard**, who is himself posing as one of Baran's pirate crew.



2369, during a short-lived **Ferengi** takeover of the *Enterprise*, he manages to persuade the invaders that Captain Picard – who has temporarily reverted to a child's body after a **transporter** accident – is his son. Riker also covers for his former captain, the misguided **Admiral Pressman**, for many years following the loss of the **U.S.S. Pegasus NCC-53847** in illegal **phasing cloak** trials. The truth about this eventually comes to light in 2370, with serious ramifications for Riker's career.

★ Struggle for his sanity

Riker is captured during a covert mission to **Tilonus IV**. He struggles to hold on to his sanity under brutal interrogation by focusing on recent events.

In 2367, Riker must assume the role of Little John in a Sherwood Forest fantasy scenario created by **Q**. Unsurprisingly, the amateur actor attacks the part with gusto. Riker's covert missions, and experience at fitting into unaccustomed situations, stand him in good stead indeed.

RIKER TO THE RESCUE

Damaged Data

In 2370, **Lt. Commander Data** goes missing during an away mission to the pre-industrial society on **Barkon IV**. Commander Riker and **Dr. Beverly Crusher** are sent to retrieve the android, disguised as **Barkonian** natives. They successfully locate their colleague by gleaning information from one of the village children, **Gia**, and then beam Data back to the **U.S.S. Enterprise**.



◀ Costumes

The undercover assignment to **Barkon IV** requires little more in the way of disguise than the medieval-style dress of the **Barkonians**.

▶ Strangers

Riker falls easily into the role of a **Barkonian**, who is searching for his friend **Data**.



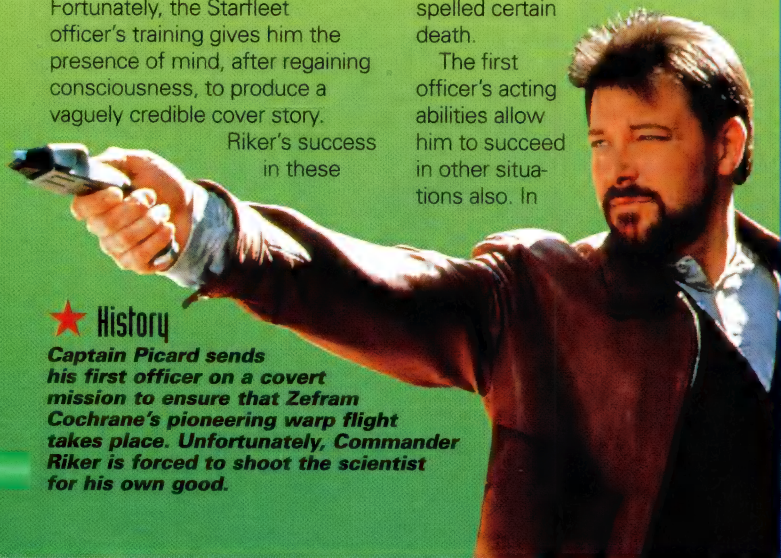
▶ Success

Riker and **Crusher** locate **Data** and beam him back to the **U.S.S. ENTERPRISE**.



★ History

Captain **Picard** sends his first officer on a covert mission to ensure that **Zefram Cochrane's** pioneering warp flight takes place. Unfortunately, Commander Riker is forced to shoot the scientist for his own good.



Sarek's Vulcan Heritage

Sarek of Vulcan is a renowned Federation ambassador and negotiator who has spent his life upholding his people's faith in peace and logic. Underneath his stoic exterior, however, lies a very unconventional Vulcan.

Ambassador Sarek's long years of service to the United Federation of Planets are a credit to the culture that imbued in him the values of peace, logic, and understanding. And yet, despite the outward impression of being a typically stoic, unemotional Vulcan, Sarek seems to have lived something akin to a double life, placing great value on traits more often associated with humanity. His denial of such values when questioned is in itself an indication of his break with the logic he claims to hold so dear.

To his credit, Sarek keeps his less Vulcan characteristics to his private life, never letting them spill over into his official role. He appears to be calm and

collected at all times, rarely letting emotion intrude on his decisions, and treating all parties equally and fairly during negotiations. Off duty, however, is a different matter entirely.

Human wives

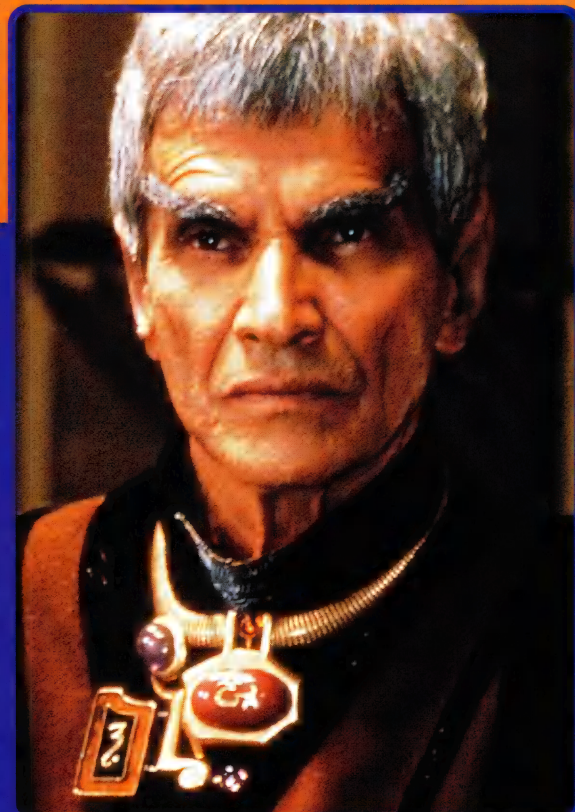
One of Sarek's most notable breaks with Vulcan tradition is to take a human wife. At a time when the United Federation of Planets was only decades old, and Vulcan was yet to take an active part in **Starfleet**, this must have been a momentous decision, especially among a culture in which children are betrothed to one another before the age of puberty. No matter how much Sarek may try to put his decision down to logic, there can be little doubt that he fell in love with

PROFILE ON AN UNCONVENTIONAL VULCAN

OCCUPATION: Vulcan ambassador to the United Federation of Planets. Sarek has had to learn to accept the open display of emotion in other races during diplomatic negotiations.

HUMAN SPOUSES: Sarek breaks with Vulcan tradition by taking a human wife — twice: Amanda Grayson [deceased], and Perrin.

FAMILY RIFT: Sarek often appears to be disappointed in his half-human, half-Vulcan son Spock.



▲ Ambassador Sarek will no doubt be remembered as the living embodiment of the Vulcan race's nobility and decency. Despite the notable achievements of his career and an outward projection of logic and calm, however, Sarek's private life is a mass of contradictions.

EMOTIONAL CONFLICTS



★ Bitter disappointment

In 2287, Spock's memory of his birth is psychically manifested by his half-brother Sybok. Spock recalls Sarek's disappointment with his human-looking son.

★ Human support

Despite his reluctance to admit to any emotion, Sarek makes sure that his son's friends know how much their care and concern for Spock mean to him.

the human schoolteacher **Amanda Grayson**, and married her for this reason above all else. By Sarek's own admission, Amanda was always "emotional" — the exact opposite of a

traditional Vulcan wife.

After Amanda's death, Sarek makes the decision to marry another human woman, **Perrin**. This would seem to suggest that the Vulcan finds it easier to

relate to human females than those of his own race.

Sarek is well aware of the problems that being married to a human brings, and the fact that he pursues such unions further demonstrates his diversion from the path of logic. At the birth of his son **Spock**, Sarek expresses disappointment that the child is "so human," and



★ Dementia

Bendii Syndrome prevents Sarek from bottling up the emotions he has tried to deny for so long, such as the love he has for his son Spock.

★ Illogic

Sarek has made some illogical decisions, such as choosing not to inform the U.S.S. ENTERPRISE medical staff of his heart condition in 2267.



Sarek's Vulcan Heritage



he finds it difficult to relate to the emotion that his son displays while growing up. Instead of embracing the bringing together of the human and Vulcan characteristics that seem to appeal to Sarek so much, his harsh attitude toward his son

★ Emotional request

Sarek appreciates the closeness between Spock and his best friend, and goes to Captain Kirk after his son's death.



★ Vain hope

Sarek refuses to believe that Spock did not deposit his katra with Kirk prior to his death, and appears devastated when he learns that his son may in fact be gone for good.

★ Risky ritual

The emotion on Sarek's face is clear as he watches the fal-torpan ceremony that he hopes will restore his son's mind and body. His decision to place his faith in the success of this ancient ceremony marks another break with Vulcan logic.

"At the time, it seemed like the logical thing to do."

— Sarek on his reason for marrying the human Amanda.

simply serves to build a wall between them. When Spock decides to take up a career in Starfleet, one would expect Sarek to be pleased at this further step toward improving human-Vulcan relations. Instead, he is hurt that Spock has not followed the family tradition of studying at the **Vulcan Science Academy**, and cuts off all relations with him in what would seem to be little more than a fit pique. Father and son do not speak to one another again for 18 years, and it is only in private, to his wife Amanda, that Sarek will let down his guard and give any indication that he is, in fact, proud of his son.

Inner conflict

Part of the dichotomy of Sarek's personality may be due to a feeling of genuine shame that he does not live up to Vulcan ideals – the image he goes to great pains to project to the Galaxy is that of a far more conventional man than his private life supports. He is very reluctant to admit to his weaknesses, even when hiding them is far more illogical than being honest, as can be illustrated by two specific examples. In 2267, Sarek falls ill shortly before traveling to the **Babel Conference**, but does not even tell his wife of the two heart attacks he has suffered. He also neglects to mention his illness, or the medication he is on,

to the chief medical officer of the starship on which he travels. As a result of this secrecy, the ship's medical staff are ill-prepared for the heart attack that the ambassador suffers en route. Sarek's actions also put his son's life in danger when experimental surgery requires a massive blood donation from Spock. Similarly, a century later, Sarek goes to great pains to hide the fact that he is suffering from the debilitating effects of **Bendii Syndrome** during peace talks with the **Legarans**; he even accuses **Jean-Luc Picard** of trying to discredit him when the captain confronts him about his illness. The ambassador continues to deny his problem until the violent emotions he is projecting are picked up by the ship's crew, leading to the outbreak of a number of fights. Reluctantly, Sarek is once again forced to take the logical course of action, at the expense of personal pride.

Contradictions

For all his claims that he is not interested in human emotion, Sarek clearly displays it and understands it. En route to the Babel Conference, he appears to be jealous of his wife's easy mixing with the human crew, and quickly steers her away. Amanda herself calls her husband stubborn, a trait which she readily agrees is human. It cannot be denied, however, that for Sarek, a man who spends a good deal of his life working with human colleagues in the Federation, such an intimate understanding of another culture can only be a positive trait, even if the Vulcan himself would never admit to it.

SAREK IN LOVE

Past regrets

It is unknown whether Sarek rejected a childhood betrothal in order to marry the human Amanda, but he did have a son, Sybok, by a Vulcan princess prior to his relationship with the schoolteacher. He raises this child next to his and Amanda's son, Spock, in the wake of the princess's death. Sarek's first son, Sybok, also shows more emotion than is considered normal for a Vulcan, but is far less adept at hiding his feelings than his father, and is eventually driven mad by them.

It is undeniable that Sarek is an emotional man. He displays genuine fondness for both his wives and, during a mind-meld with Captain Jean-Luc Picard shortly before his death, makes clear the anguish he has suffered from not being able to admit his feelings to those who mean the most to him.



▶ *In his later years, Sarek takes a second human wife, Perrin. She appears to be more overtly emotional than Amanda was, and makes no effort to disguise her concern when her husband falls ill.*

▶ *Sarek clearly loves his first human wife, Amanda Grayson, but he never makes any show of affection toward her in public. For her part, Amanda appears to have dutifully adapted to the Vulcan way of life.*



Standard Issue Equipment: 2254

Starfleet uniforms, particularly those used by landing parties, must fulfill a number of requirements, including comfort for the user, a hard wearing design, and a smart appearance for diplomatic functions.

The landing party uniforms issued by **Starfleet** for use in the mid-2250's are elegant and thoughtfully designed items of clothing that meet all of the requirements for which they are to be used. The main body of the uniform comprises the traditional shipboard clothing of black trousers and boots, as well as a tunic colored in either mustard or powder blue to denote the department in which the officer works.

Many **Class-M** planets have a temperate climate, although atmospheric scans carried out by an orbiting starship can often reveal particularly adverse weather conditions. In this instance, a gray jacket has been designed by Starfleet to offer extra protection. This item of clothing

A rucksack is provided to carry any extra equipment that may be needed for a landing party mission. Two shoulder straps firmly secure the holdall to the officer.

1 Equipment Landing party members always carry with them a pack containing a **tricorder** and other sensor equipment, which enables them to monitor atmospheric conditions on alien worlds.



1 Laser pistols form part of the standard landing party equipment for Starfleet officers. These weapons are positioned at the officer's side, ready for quick access.



2 Starfleet issues protective goggles to reduce the likelihood of crew members suffering long-term damage to their eyesight during hazardous missions. They are particularly advisable during the operation of Starfleet's large laser canon.

The gray jacket worn by landing party members features a wrap-around design with concealed fastenings. The neckline of the officer's colored tunic is left exposed to denote their designated work department. Rank braids are positioned around the wrists of the jacket.



2 In 2254, a landing party from the **U.S.S. ENTERPRISE NCC-1701** beams down to a campsite created by the survivors of the **S.S. COLUMBIA**'s crashlanding on **Talos IV**. The officers have no idea what to expect, so they must be equipped for any eventuality.

2 Rugged Standard issue **Starfleet** boots are utilized for landing party missions. This footwear provides plenty of grip in a variety of conditions, and comfort is an absolute priority for crew members who may face unknown hazards and alien terrains.

Standard Issue Equipment: 2254

features a wrap-around design with a concealed fastening. Underneath the jacket, an adjustable strap is commonly worn around the torso, which features positions where items such as a **laser pistol** and **communicator** can be clipped. A **tricorder**, another piece of standard equipment for landing party members, is often carried over one shoulder.

Transporting equipment

A variety of different pieces of equipment are often required on landing party missions, and provision for these have been made in the design of a carry-all. This light gray colored rucksack can be secured over both shoulders, and holds a substantial amount of equipment. The bulk and weight of the fully laden item can, however, hinder the maneuverability of crew members.

Another item that may be used to carry equipment is a solid, rectangular box, with a strap that allows it to be carried over the shoulder. This piece of equipment can also be used to store and return samples from alien terrains to the orbiting starship.

Every effort has been made by Starfleet to ensure that its landing parties are as securely equipped as possible during their time away from the ship. Such thoroughness is often responsible for saving lives.

3 Communicator The **communicator** forms an integral part of the landing party equipment, and is usually worn at waist level. Without this small device, crew members would be unable to contact their starship.

Regular work tunics are occasionally worn to the surface of worlds visited by a landing party. Atmospheric scans can reveal whether the protection of the jacket is necessary.



▲ *The Talosians subject Captain Pike to a series of realistic illusions, but when he and other members of the landing party continue to resist enforced captivity they are released from their cages.*



▲ *Captain Pike's landing party to Talos IV initially wear the gray jacket. The moderate climate of the world, however, means that Pike and Vina are also comfortable wearing lighter clothing.*

Laser pistols and communicators are fastened to a strap, which is worn around a crew member's torso. The strap has many adjustable fittings, in order to make it comfortable for a variety of body shapes and sizes.

4 Black box In addition to other carrying apparel, Starfleet officers are provided with a solid, rectangular unit, which can contain additional equipment, or soil and mineral samples. A strap is used to carry the container over one shoulder.



▲ *Landing party members maintain a dignified appearance in their uniform and jackets. This is necessary during diplomatic situations, where appearances are of paramount importance.*

5 Comfort The clothing worn by Starfleet officers when they journey to unexplored worlds is designed to ensure that the crew member does not become hindered by their apparel while under stressful conditions. The uniforms are fitted close to the body, and are made of strong, lightweight materials.



'Thine Own Self'

The *U.S.S. Enterprise NCC-1701-D* is ordered to rendezvous with the *U.S.S. Lexington NCC-61832* and take medical supplies to the Taranko Colony. This delays the ship's pick-up of Lt. Commander Data, who is on assignment to the pre-industrial society Barkon IV.

'THINE OWN SELF'

"Data's away on assignment. A Federation deep space probe ... crashed on Barkon IV. Some of the material in the casing is radioactive, so Data was sent to recover it before it contaminates the biosphere."

—Dr. Beverly Crusher

During an assignment to retrieve a Federation probe that has crashlanded on the primitive planet of Barkon IV, Lt. Commander Data somehow loses his memory. The amnesiac android stumbles across an iron age village and, unaware of who or what he is, brings a box containing radioactive materials into the settlement.

Data is found by two villagers, Garvin and his young daughter Gia. Hoping to find a clue to the stranger's identity, Garvin opens the box — exposing himself to the radioactive fragments. Data is then taken to Garvin's home where Talar, the village healer, examines him. Talar concludes that Data must be an iceman from the nearby Vellorian mountains.

Later, Data follows Garvin's advice and sells half of the radioactive metal to Skoran, the town's blacksmith. Skoran uses it to make jewelry. Not long after, the entire village is overcome by a strange plague, and Talar is unable to find a cure. Data decides to investigate, but some villagers suspect that the stranger is responsible for the disease.

Common link

Data searches for a link that connects the sick villagers, and realizes when Gia falls ill that she is wearing a pendant made from the metal fragments he brought with him. Talar agrees to collect the fragments while Data works on a cure. Moments after Talar leaves, Data is attacked by Skoran and two other men, one of whom tears the android's face, revealing his metallic skeleton. Frightened by Data's true appearance, the men run off.

Data finishes the antidote and distributes it into the town's well, but Skoran again attacks and, believing he has killed the android, buries the body.

Meanwhile, a rescue team from the *U.S.S. Enterprise NCC-1701-D* arrive and retrieve their colleague's body. Back on board the *Enterprise*, a reactivated Data reports that he remembers locating the Federation probe, but while downloading its sensor logs a power surge overloaded his positronic matrix. He has no memory of the time he spent in the village as the 'iceman.'

ON SCREEN...



1 The village healer, Talar, concludes that Data is an "iceman from the Vellorian mountains," because of the android's complexion. Young Gia dislikes this name, however, and decides to call the strange newcomer "Jayden."



2 The village blacksmith, Skoran, buys some of the metal fragments from the Federation probe. He makes jewelry from the pieces, unaware that they are radioactive.



3 Data shocks the Barkonian villagers by displaying his incredible android strength. He effortlessly lifts an iron anvil off the leg of a trapped man.



4 Not long after, Garvin falls ill from a mysterious sickness. His young daughter Gia tends to him, but soon, the entire village falls victim to the plague.



5 Data's true android appearance is revealed after he is attacked by three villagers and part of his skin is pulled off. The ailing Gia, however, still considers the strange iceman to be her friend.



6 A rescue team from the *U.S.S. ENTERPRISE*, consisting of Commander Riker and Dr. Crusher, arrive on Barkon IV to retrieve their missing colleague. They are disguised as Barkonian natives.

STARSHIP FACTS



Troi completes the Bridge Officer's Test, passing the Engineering Qualification on her fourth attempt.



'Masks'

The *U.S.S. Enterprise NCC-1701-D* encounters an ancient informational archive from the long-dead *D'Arsay* civilization. The crew is unable to sever the *Enterprise's* connection to the archive as the ship, and Lt. Commander Data, undergo a strange transformation.

CAPTAIN'S LOG

STARDATE: 47615.2

"We have encountered a rogue comet in Sector 1516. It is not native to this region of space, and there is no previous record of this object on any Federation charts."

The *U.S.S. Enterprise NCC-1701-D* discovers an 87 million-year-old comet from the *D'Arsay* system and conducts a sensor analysis. Soon after, the ship experiences an intense sensor echo, and strange alien artifacts and symbols manifest on board. The alien icons also appear on the *Enterprise's* computer. Chief Engineer Geordi La Forge reports that the alien information was downloaded into the main computer during the ship's scan of the comet. On Commander William Riker's suggestion, the *Enterprise* fires its phasers at the comet's icy exterior, revealing a geometric alien probe decorated with the same symbols. Lt. Commander Data states his belief that it is an information archive.

Multiple personalities

Data runs a Level 1 diagnostic on his positronic net to learn why he feels a connection to the archive. As with the *Enterprise's* computers, the archive downloads information into him; the android is possessed by a series of different personalities from the ancient *D'Arsay* culture.

The *Enterprise* itself is physically transformed: Ten-Forward is changed into a tropical jungle, where Captain Jean-Luc Picard discovers the sun image of Masaka.

Picard confronts Data's different personalities and learns that Masaka can be summoned by constructing her temple, but that only Korgano can talk to the goddess. Retrieving the necessary symbol from Data, Picard orders La Forge to enter the image into the archive's transformation program. Masaka's temple appears in Ten-Forward. The captain realizes that the relationship between Masaka and Korgano is like that of the sun and the moon – one must always be chasing the other.

Data appears on the throne in Masaka's temple wearing the mask of Masaka. Picard decides to enter Korgano's symbol into the ship's computers and the character's mask appears. Wearing the mask, the captain convinces Masaka to sleep, and to resume the hunt again at dawn, thus returning both the *Enterprise* and Data to normal.

ON SCREEN...



1 The *U.S.S. ENTERPRISE* comes across a huge rogue comet that has traveled from the *D'Arsay* system. It is an incredible 87 million years old and covered in a thick glacial shell.



2 In the *ENTERPRISE's* classroom, the android Data is experimenting with his creative skills. A mask he molds out of a lump of clay is identical to one of the alien symbols appearing on board the ship.



3 The *ENTERPRISE* fires its phasers at the icy comet after Geordi La Forge learns that it may be responsible for the appearance of the alien artifacts on board. An ancient alien archive is revealed.



4 Data is also transformed by the archive, which uses the android to create different personalities from *D'Arsay* culture. As 'Ihat,' Data warns of the coming of the terrible Masaka.



5 Ten-Forward is transformed into a jungle, complete with the Temple of Masaka. Data then assumes the personality of this alien sun goddess.



6 Using his knowledge of other ancient cultures, Picard decides to confront Masaka on a ritualistic basis. He takes on the guise of Korgano, the moon deity.

STARSHIP FACTS

The archive fills a photon torpedo with snakes to prevent Worf and Geordi from firing it at the probe.



'Tears of the Prophets'

Starfleet decides to go on the offensive against the Dominion-Cardassian forces threatening the Alpha Quadrant. Captain Benjamin Sisko is elected to head the attack, but he is warned by the Prophets that such action will only lead to disaster.

'TEARS OF THE PROPHETS'

"Five squadrons of JEM'HADAR ATTACK SHIPS. At the moment that's the entire Dominion fleet protecting the Chin'toka system."

— Captain Sisko

The **Bajoran Gratitude Festival** is held on **Deep Space Nine**, at the insistence of the **Emissary**, in spite of the **Dominion war**. Not everyone is rejoicing, though. **Major Kira** and **Chief of Security Odo** fall out over the arrest of a **Bajoran vedek** for soliciting money on the Promenade. It makes no difference to Odo that the vedek was collecting to aid Bajoran flood victims. Not used to being in a relationship, Odo assumes Kira's frosty demeanor indicates a wish to terminate their romance.

Admiral William Ross is on **Deep Space Nine** to award **Captain Benjamin Sisko** the **Christopher Pike Medal of Honor** for his part in retaking the station. The admiral also informs Sisko that **Starfleet** are now convinced they must take a more aggressive role to defeat the **Dominion**, and have selected the captain to plan the invasion of **Cardassia**. After locating a weak spot in the **Jem'Hadar's** defenses, Sisko is given **Klingon** support, but the **Romulans** exhibit a greater caution — and their participation is essential.

Evil strategy

On Cardassia, **Weyoun** is troubled by the sparsely spread **Jem'Hadar** forces, particularly in the **Chin'toka system** — as pinpointed by Sisko. **Legate Damar** is confident the area is adequately protected by new unmanned armed orbital platforms due for imminent deployment. Further tactical discussion is belayed by the intrusion of former **Gul Dukat**, claiming that his acquisition of a Bajoran artifact in **Cardassian** possession will enable him to transport **Jem'Hadar** reinforcements from the **Gamma Quadrant**. The Dominion will then be able to overtake and control the **Alpha Quadrant** and Dukat will have his revenge on Sisko, whom he considers responsible for the death of his daughter, **Tora Ziyal**.

Quark and **Dr. Julian Bashir** share their sorrows on learning that **Jadzia Dax** and **Worf** are planning a baby, thus finally confirming that neither of them will ever consummate their passion for Dax. Kira and Odo do resolve their differences, however, and on Cardassia, a contented Dukat locates his artifact and is possessed by a **Pah-wraith**.

ON SCREEN...



1 Kira thanks Benjamin Sisko, Bajor's Emissary, for insisting that the Gratitude Festival is still celebrated on the station, despite being in the middle of a war.



2 The major is angry with Odo for what she considers to be his over-zealous application of station regulations. Odo is worried that Kira wishes to end their romance.



3 For successfully retaking DEEP SPACE NINE from the Dominion, Admiral Ross awards Captain Sisko the Christopher Pike Medal of Valor in front of his senior staff.



4 Dukat interrupts Weyoun and Legate Damar's battle strategy. The former Cardassian leader claims that an ancient Bajoran artifact will bring them victory.



5 Quark and Julian Bashir still hold a torch for Jadzia, despite her marriage to Worf. They are unhappy to learn that the couple are planning their first child.



6 Sisko receives an ominous vision from the Prophets, who take on the forms of Ross and Martok. They warn him that the Emissary is of Bajor, and must not leave.



'Tears of the Prophets'

The Starfleet, Klingon, and Romulan forces agree to depart the following morning, aware that the orbital platforms in the Chin'toka system are scheduled to activate. Sisko is warned by the **Prophets** that disaster will follow if he now abandons **Bajor**. The captain prioritizes his Starfleet rank above his status as Emissary, however.

The orbital platforms activate as the allied forces fire on them. The platforms, which draw from a central power source and are protected by forcefields, inflict considerable damage on the attacking fleet.

Having been warned by Bashir that procreation between a **Trill** and a Klingon will be extremely difficult, Dax is delighted that her system has rapidly responded to enzyme resequencing treatment. The joined Trill goes to give thanks at the Bajoran shrine, which still contains the **Orb of Contemplation**, there for a festival on the station. Her prayer is interrupted by the Pah-wraith possessed Dukat, who fatally wounds Jadzia before the energy being transfers into the Orb. Dukat departs claiming he never intended Dax any harm.

Devastating effect

The effect on the wormhole is instantaneous. It vanishes, and Sisko feels the effects thousands of miles away. He is weakened, and Kira assumes command of the **U.S.S. Defiant NCC-74205**. Chief O'Brien locates the source powering the orbital platforms on a small moon. **Garak** suggests that if the platforms can be fooled into attacking it as a hostile ship, they should be rendered inoperative. His plan is successful.

Seeing their defenses crumble, Damar and Weyoun are incensed by Dukat's admission that his interference has ensured no reinforcements will be available from the Gamma Quadrant, thus isolating the Dominion-Cardassian forces. Dukat claims this is still a great victory as Sisko is now isolated from the Prophets, and without them he is nothing more than a **Starfleet** captain.

Returning to *Deep Space Nine*, Sisko learns that Bajor's sacred Orbs have darkened. There is a widespread belief among the Bajorans that the Prophets have deserted them, and they look to their Emissary for succor. Sisko's primary concern, however, is for Dax. Bashir has saved the Dax symbiont, which must be taken to Trill as soon as possible, but can do nothing for Jadzia. She dies in the presence of Worf and Sisko, thinking about the baby she and her husband were planning to have.

Worf's pain at Jadzia's death is intense, while Sisko feels responsible for the tragedy after ignoring the warning of the Prophets. He is also entirely at a loss as to how to return the Prophets to Bajor. The captain believes he has failed as the Emissary and as a Starfleet officer, and in order to

contemplate his future he retreats to the less stressful life of his father's restaurant on Earth. Sisko departs saying that he does not know when he will return, but Kira notes that he has removed his personal talisman, his baseball, from his desk – indicating Bajor's Emissary may never come back.

ON SCREEN...



7 The Cardassian armed orbital platforms tear apart many of the starships in the combined Starfleet-Klingon-Romulan fleet.



8 Jadzia Dax learns that she and Worf should be able to conceive a child. The hopeful young woman goes to the Bajoran shrine to say a prayer.



9 The Pah-wraith inside Dukat lashes out at Jadzia Dax with lethal tendrils of energy. The shocked Trill is lifted up into the air and suffers terrible injuries from the swift and brutal attack.



10 Dukat informs Weyoun and Damar that he has won a great victory against Sisko by closing the wormhole. Weyoun and Damar remain unconvinced that it is a victory of any kind.





11 A grief-stricken Worf sits helplessly by Jadzia's bedside, watching his wife die from injuries sustained from the Pah-wraith's attack. Dr. Julian Bashir saves the Dax symbiont, but the host's injuries prove too severe.



12 Sisko feels responsible for ignoring the warning of the Prophets. He leaves DEEP SPACE NINE with his son Jake, and returns to his father's home on Earth.

STARSHIP FACTS

-  Kira Nerys asks the Bajoran Prophets to help Worf and Jadzia become parents.
-  HoloSinger Vic Fontaine offers some unheeded advice to Quark and Dr. Bashir. They must forget Jadzia Dax and look elsewhere for love.

T continued

Tebok, Commander

This **Romulan** officer was the first of his kind to be seen by the **Federation** after the **Tomed Incident** in 2311. In 2364, Tebok and **Captain Jean-Luc Picard** each believed that the other was responsible for a series of devastating attacks along the **Neutral Zone**. They were later determined to have been carried out by the **Borg**. (*Starship Log*: 'The Neural Zone' [TNG]) **SEE FILES 12, 69**

'Technology Future'

A 20th-century magazine, published during a time in which **Henry Starling** and his **Chronowerx** corporation drove the personal computer revolution. The December 1995 issue featured Starling on the cover, and heralded the **HyperPro 2000**. (*Starship Log*: 'Future's End', Part I [VOY]) **SEE FILES 44, 71**

tectonic stress regulator

This environmental control system helped to limit the threat of earthquakes on the planet **Risa**. When **Fullerton** and his **New Essentialists Movement** wanted to call attention to their cause, they increased the feedback to Risa's tectonic stress regulators, causing earthquakes. (*Starship Log*: 'Let He Who is Without Sin ...' [DS9]) **SEE FILES 4, 70**

Tecumseh NCC-14934, U.S.S.

This **Excelsior**-class vessel was commanded by **Captain Raymond**, with **Dr. Kalandra** serving as the science officer. The *Tecumseh* survived the **Cardassian wars** and, in 2373, fought the **Klingons** in the **Archanis sector**. (*Starship Log*: 'Nor the Battle to the Strong' [DS9]) **SEE FILES 19, 31, 70**

Tedran

This organizer of a paranoid **Kyrian** group felt threatened by the **U.S.S. Voyager NCC-74656**'s peaceful meeting with the **Vaskan** ambassador. Tedran's actions were believed to have been heroic, until the **EMH**'s first-hand account of the events, 700 years later, served to rewrite Kyrian history. (*Starship Log*: 'Living Witness' [VOY]) **SEE FILES 18, 43, 71**

teer

A term applied to the person in charge of the **Ten Tribes** on the planet **Capella IV**. In 2267, the title shifted quickly from **Akaar** to **Maab**, and then to the young baby **Leonard James Akaar**, Akaar's son. (*Starship Log*: 'Friday's Child' [TOS]) **SEE FILES 18, 68**

▶ **Leonard James Akaar** fulfilled his destiny and became **teer** of the **Ten Tribes** upon his birth. His mother would rule until he was old enough to take over. He was named in honor of **Dr. Leonard H. McCoy** and **Captain James T. Kirk**.



▶ **Commander Tebok** was the first Romulan to be encountered by the Federation since the Empire went into self-imposed isolation in 2311. He agreed to share with **Captain Jean-Luc Picard** any discoveries that resulted from an investigation into a series of attacks along the **Neutral Zone**.

Tehara system

An erratic wormhole briefly appeared in this **Delta Quadrant** star system, located near the **Devore Imperium**, in 2375. **Captain Janeway** sent **Brenari** refugees to the Tehara system in order to access the wormhole. (*Starship Log*: 'Counterpoint' [VOY]) **SEE FILES 18, 71**

Teirna

This injured **Kazon-Nistrim** was rescued by the **U.S.S. Voyager NCC-74656** in 2372. Teirna lied about **Chakotay** being the father of **Seska**'s baby to entice *Voyager* into Kazon space, then killed himself with explosives to incapacitate the starship. (*Starship Log*: 'Basics', Part I [VOY]) **SEE FILES 18, 71**

tekasite

When combined with **trilithium** and **protomatter**, tekasite is capable of producing an explosion large enough to make a sun go supernova. The Changeling who assumed the form of **Dr. Bashir** in 2373 planned to detonate such a device in **Bajor**'s sun. (*Starship Log*: 'By Inferno's Light' [DS9]) **SEE FILES 16, 70**

Tekoa

This female **Bajoran** engineer was assigned to **Deep Space Nine**'s swing shift, with **Rom**, in 2373. Tekoa would drink **raktajino** while waiting for **Chief O'Brien** to announce the duty assignments for the day. (*Starship Log*: 'The Assignment' [DS9]) **SEE FILE 70**

Tel'Peh

This **Klingon** was the captain of the **I.K.S. Toh'Kaht**. In 2369, Tel'Peh's senior officers believed that he was insane for executing two loyal crewmen. Tel'Peh was, in fact, under the influence of **Gamma Quadrant** artifacts that ultimately caused the destruction of his ship. (*Starship Log*: 'Dramatis Personae' [DS9]) **SEE FILES 66, 70**

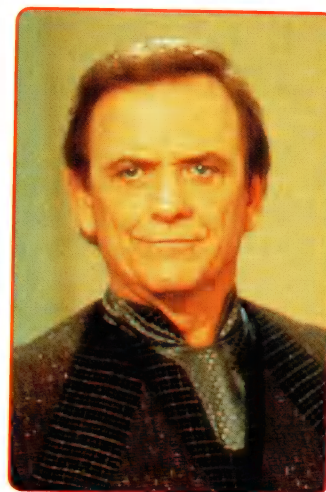
Telak, Glinn

This officer served under **Gul Evrek** on the **Cardassian** ship, **Vetar**. Telak was forced to recall his men from the planet **Dorvan V** after Evrek and **Captain Jean-Luc Picard** agreed to retreat. (*Starship Log*: 'Journey's End' [TNG]) **SEE FILES 18, 69**

Tebok, Commander
'Technology Future'
tectonic stress regulator
Tecumseh NCC-14934, U.S.S.
Tedran
teer
Tehara system
Teirna
tekasite
Tekoa
Tel'Peh
Telak, Glinn
Telaka, Captain L. Isao
Teldarian cruiser
telekinesis
telencephalon
telepathic cortex
telepathic memory invasion
Teleris star cluster
telesynaptic activity
Telfas Prime
Tellarite
Telle, Glinn
tellerium



▶ **Teirna** sacrificed his life as part of the **Kazon-Nistrim**'s plot to hijack the **U.S.S. VOYAGER NCC-74656**. His body became horribly distorted before exploding, crippling the starship.



▶ **Pascal Fullerton's New Essentialists Movement** caused earthquakes across **Risa** by sabotaging the pleasure planet's tectonic stress regulators.



Telaka, Captain L. Isao

This **Starfleet** officer was captain of the **U.S.S. Lantree NCC-1837**. Telaka was in his mid-30's in 2365 when he and his crew died of old age. They were the victims of genetically engineered antibodies. (*Starship Log: 'Unnatural Selection' (TNG)*) **SEE FILES 31, 69**



◀ **Captain Telaka was found dead in his chair on the bridge of the U.S.S. LANTREE NCC-1837. He had suffered advanced ageing after visiting the Darwin Genetic Research Station.**

Teldarian cruiser

This spacecraft brought **Geordi La Forge** and his shuttlecraft from **Risa** to the **Kriosian system**, to rendezvous with the **U.S.S. Enterprise NCC-1701-D** in 2367. (*Starship Log: 'The Mind's Eye' (TNG)*) **SEE FILE 69**

telekinesis

This ability enables individuals to affect physical objects with thought alone. After the **U.S.S. Enterprise NCC-1701** passed through the **Galactic Barrier**, **Gary Mitchell** and **Dr. Elizabeth Dehner** developed telekinetic abilities. Other beings with telekinetic abilities who were encountered by **Captain Kirk** and his crew include **Charlie Evans**, and the **Platonians**. **Captain Jean-Luc Picard** was frequently irritated by **Q** and his powers. In 2370, **Benjamin Sisko** and **Quark** were introduced to a **telekinetic suppression collar** used on prisoners of the **Jem'Hadar**. This band, fitted around the neck, claimed to reduce or eliminate the wearer's telekinetic powers, but was in fact a mere prop. **Gul Dukat**, possessed by a **Pah-wraith**, killed **Jadzia Dax** using telekinesis in 2374. **Kes** began to exhibit telekinetic powers aboard the **U.S.S. Voyager NCC-74656** in 2372. In 2374, **Kes's** abilities advanced to such a point that she became a threat to **Voyager**, and she elected to leave the vessel. (*Starship Log: 'Where No Man Has Gone Before' (TOS); 'Encounter at Farpoint' (TNG); 'The Jem'Hadar' (DS9); 'Cold Fire' (VOY)*) **SEE FILES 18, 43, 44, 46, 50, 57, 58, 68, 69, 70, 71**

▶ **Gary Mitchell and Dr. Elizabeth Dehner developed extraordinary telekinetic powers after the U.S.S. ENTERPRISE NCC-1701 passed through the Galactic Barrier in 2265.**



telencephalon

This name is given to an area of the **Malcorian** brain. Doctors at the **Sikla Medical Facility** thought that the disguised **William Riker** had injured his telencephalon, until they discovered he was not from **Malcor III**. (*Starship Log: 'First Contact' (TNG)*) **SEE FILES 18, 43, 69**

telepathic cortex

This area of a **Vulcan's** brain becomes particularly active during a **mind-meld**. The **mesio-frontal cortex** can also be affected. (*Starship Log: 'Flashback' (VOY)*) **SEE FILES 8, 45, 68, 71**



▶ **The EMH aboard the U.S.S. VOYAGER NCC-74656 noted that Tuvok's telepathic cortex became active when he mind-melded with Captain Janeway in 2373.**

telepathic memory invasion

Also known as telepathic rape, this invasive procedure involves forced telepathic contact between a perpetrator and their victim. Telepathic memory invasion can create hideous mental experiences that leave the victim's memories in a shambles. (*Starship Log: 'Violations' (TNG)*) **SEE FILES 18, 69**

▶ **Commander Riker was one of several crew members aboard the U.S.S. ENTERPRISE NCC-1701-D who experienced horrific memory invasions by the Ullian telepath, Jev.**



Teleris star cluster

According to **Q's** invitation to **Vash**, this area of the universe was where the star dancers of **Mundahla** performed. (*Starship Log: 'Q-Less' (DS9)*) **SEE FILE 70**

telesynaptic activity

This medical reference is applied to the measurable electrical signals which are generated in the brains of telepathic humanoids, including the **Ocampan**s. **Kes's** telesynaptic activity was on the increase before she left the **U.S.S. Voyager NCC-74656** in 2374. (*Starship Log: 'The Gift' (VOY)*) **SEE FILES 43, 71**

Telfas Prime

Chakotay met his close friend **Kurt Bendera** on this planet. When Chakotay's sense of humor got him in trouble with four miners, Bendera joined the fray on Chakotay's side, and the two became friends. (*Starship Log: 'Alliances' (VOY)*) **SEE FILES 43, 71**

Tellarite

This humanoid species is a member of the **United Federation of Planets**. In 2267, Tellarite mining in the **Coridan system** gave rise to a dispute between the Tellarite and **Vulcan** ambassadors. A **Tellarite freighter** gave **Quark's** cousin, **Kono**, a convenient escape option as it departed from **Deep Space Nine** in 2370. The Tellarites fought bravely against the **Dominion** in the **Federation/Dominion war**. Tellarites are notable for their porcine facial characteristics. Their homeworld, **Tellar**, is not far from the planet **Betazed**. (*Starship Log: 'Journey to Babel' (TOS); 'Shadowplay' (DS9)*) **SEE FILES 18, 68, 70**



▶ **The Tellarite ambassador, Gav, was en route to the Babel Conference in 2267 aboard the U.S.S. ENTERPRISE NCC-1701. Gav had distinctive features, and a strong temper.**

Telle, Glinn

This **Cardassian** soldier accompanied **Gul Macet** to the **U.S.S. Enterprise NCC-1701-D** in 2367. Telle was caught searching for military data at a computer terminal on Deck 35. Macet confined the soldier to quarters. (*Starship Log: 'The Wounded' (TNG)*) **SEE FILES 13, 69**

tellerium

Without this substance, antimatter reactions would become grossly inefficient and, at a certain point, the injectors would freeze and **nacelle** reinitialization would be impossible. The **U.S.S. Voyager NCC-74656's** tellerium resources had been virtually depleted by 2372. (*Starship Log: 'Resistance' (VOY)*) **SEE FILES 29, 71**



T continued

Tellun star system

This solar system was the location of two warring **Class-M** planets, **Troyius** and **Elas**, as well as rich **dilithium** crystal resources. In 2268, peace between the two worlds rested on a marriage between the **Dohlman of Elas** and the ruler of **Troyius**. (*Starship Log: 'Elaan of Troyius' [TOS]*) **SEE FILES 18, 68**

Tellurian

Merchandise from this race is available throughout the **Alpha Quadrant**. **Keiko O'Brien** favored **Tellurian mint truffles**. **Kivas Fajo** owned a shipment of **Tellurian spices** that the **Andorians** wished to bid for in 2366. (*Starship Log: 'The Most Toys' [TNG]; 'The Assignment' [DS9]*) **SEE FILES 43, 58, 69, 70**

Telluridian synthale

This substitute inebriant had all the harmful side-effects of alcoholic beverages engineered out. **Commander William Riker** met **Coalition** leader **Hayne** on **Turkana IV** as he fled with the Alliance's last case of synthale. (*Starship Log: 'Legacy' [TNG]*) **SEE FILE 18, 69**

Telna

This preacher in **Deep Space Nine's Bajoran** temple gave a sermon on forgiveness which **Kira Nerys** particularly liked. **Benjamin Sisko** requested that Telna conduct his wedding to **Kasidy Yates**, but **Kai Winn** elected herself for the job instead. (*Starship Log: 'Covenant' [DS9]*) **SEE FILE 70**

Telnorri, Counselor

This individual was the psychological advisor on **Deep Space Nine** before **Ezri Dax's** arrival. A reluctant **Miles O'Brien** agreed to work with Telnorri three times a week to overcome implanted memories of life in an **Argrathi** prison. (*Starship Log: 'Hard Time' [DS9]*) **SEE FILES 43, 70**



The Klingon Telok served as a security officer on board the mirror universe's TEROK NOR.

Telok

This **mirror universe Klingon** spent four years guarding the **House of Duras**, which prepared him for employment as a security officer on **Terok Nor**. Telok helped **Garak** extract a confession from **Quark** in 2370. (*Starship Log: 'Crossover' [DS9]*) **SEE FILES 18, 70**

Telurian plague

This incurable terminal illness was a concern for **Dr. Beverly Crusher**. In 2368, she asked the time-traveling conman, **Berlinghoff Rasmussen**, if the Telurian plague had been conquered in the future. (*Starship Log: 'A Matter of Time' [TNG]*) **SEE FILES 44, 69**



The beautiful Elaan came from a savage, war-like race whose homeworld Elas is located in the Tellun star system.

Teluridian IV

Maquis fighters **Chakotay** and **B'Elanna Torres** were near this planet, prior to 2371. The rebel fighters defeated two **Starfleet Runabouts** by venting plasma, cutting their engines and playing dead, then attacking. (*Starship Log: 'Ex Post Facto' [VOY]*) **SEE FILES 19, 43, 71**

Temarek

This male member of **Acamar III's Gatherer** faction attended negotiations to reintegrate his people into **Acamarian** society in 2366. Temarek was bullied into drinking wine which his leader, **Brull**, incorrectly suspected was poisoned. (*Starship Log: 'The Vengeance Factor' [TNG]*) **SEE FILES 18, 69**

Tembit, Miss

This female **Mari** was a murderer, and a consumer of black market thoughts, despite the worldwide ban on violent thinking. Tembit lost control of her emotions and killed a young market stall holder, **Talli**, after experiencing hostile thoughts that **Guill** stole from **B'Elanna Torres**. (*Starship Log: 'Random Thoughts' [VOY]*) **SEE FILE 71**

Temecklian virus

This contagious disease can be neutralized with intense **baryon** radiation. **Odo** told the suspected **Maquis** smuggler **Kasidy Yates** that an outbreak of Temecklian virus on **Bajor** mandated a six-hour health inspection of her cargo. (*Starship Log: 'For the Cause' [DS9]*) **SEE FILE 70**

Temo'Zuma

This **Jem'Hadar** engineer was hiding out on **Bopak III** with fellow rebel **Goran'Agar** in 2372. Temo'Zuma installed a dampening field around their ship's engine after its tell-tale **magnetron pulse** signaled their location. (*Starship Log: 'Hippocratic Oath' [DS9]*) **SEE FILES 16, 40, 70**

Tempasa

This location on **Bajor** was the site used by **Kira Nerys**, **Furel**, and other resistance fighters to avenge **Kira Taban** by killing 15 **Cardassians**. (*Starship Log: 'Ties of Blood and Water' [DS9]*) **SEE FILES 10, 47, 70**

Temple of Akadar

SEE Akadar, Temple of

Temple of Commerce

SEE Tower of Commerce

Tellun star system
Tellurian
Telluridian synthale
Telna
Telnorri, Counselor
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Templeton, Mrs.
temporal anomaly
temporal causality loop
temporal core
temporal differential
temporal displacement
temporal disruptor
temporal distortion
temporal explosion
temporal field generators
temporal flux
temporal incursion
Temporal Integrity Commission
Temporal Investigations



The young Mari woman Talli was stabbed to death by Miss Tembit.



Kira Nerys's father died from injuries sustained during a Cardassian attack. Fifteen Cardassians were killed in an act of revenge.



Templeton, Mrs. One of the characters in **Captain Kathryn Janeway's** gothic **holonovel**. Mrs. Templeton tended **Lord Burleigh's** mansion and guarded his first wife's secrets. She also made life difficult for Janeway's character, the new governess. Mrs. Templeton was responsible for a knife attack on Captain Janeway in 2372, when the crew of the **U.S.S. Voyager NCC-74656** were subjected to a telepathic assault by a **Bothan**. (*Starship Log: 'Cathexis' [VOY]*) **SEE FILES 43, 71**

⚠ **During a Bothan telepathic assault in 2372, Captain Janeway hallucinated that she was being attacked by Mrs. Templeton.**

temporal anomaly A flaw in the fabric of spacetime that may be a time or interdimensional portal. Anomalies are sometimes stable, and occur both naturally and as a byproduct of technological activities. The **nexus energy ribbon**, first encountered in 2294, could phase people and objects out of the spacetime continuum. (*Starship Log: Star Trek: Generations; 'Time Squared' [TNG]; 'Past Tense', Parts I and II [DS9]; 'Coda' [VOY]*) **SEE FILES 5, 69, 70, 71, 78**

temporal causality loop

This repetitive sequence of actions builds to a time-shattering event that returns time to the beginning of the sequence. Those who are caught in the loop are often unaware that they exist outside of linear time. In 2368, the **U.S.S. Enterprise NCC-1701-D** was caught in a temporal causality loop with the 23rd century **U.S.S. Bozeman NCC-1941**. In this scenario the two vessels continually collided. (*Starship Log: 'Cause and Effect' [TNG]*) **SEE FILES 5, 31, 69**



⚠ **The U.S.S. ENTERPRISE was caught in a temporal causality loop in 2368.**

temporal core This engine component keeps the **Krenim Temporal Weapon Ship** out of phase with normal spacetime. If the temporal core is disengaged, the vessel is vulnerable to attack. (*Starship Log: 'Year of Hell', Part II [VOY]*) **SEE FILES 40, 71**

temporal differential This term is applied to a disparity in the passage of time between two locations. A **Delta Quadrant** planet in a cosmic sinkhole had a temporal differential ratio of .4744 seconds per minute compared with the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Gravity' [VOY]*) **SEE FILE 71**

temporal displacement Technical term for the phenomenon of time travel. **Benjamin Sisko, Julian Bashir, and Jadzia Dax** experienced a temporal displacement in 2371, when they were transported from the **U.S.S. Defiant NX-74205** to Earth, only to find themselves materializing in the year 2024. That same year, the **U.S.S. Voyager NCC-74656** used a **micro-wormhole** to contact a **Romulan** scientist in the **Alpha Quadrant**, only to discover that their communication had traversed time as well as space. (*Starship Log: 'Past Tense', Parts I and II [DS9]; 'Eye of the Needle' [VOY]*) **SEE FILES 5, 70, 71**

temporal disruptor Captain Braxton planted a **Force 3** version of this 29th-century bomb aboard the **U.S.S. Voyager NCC-74656**, in an effort to avenge himself on **Captain Janeway**. Temporal disruptors have the ability to fracture time, but a younger Braxton, aided by Janeway and **Seven of Nine**, prevented the sabotage. (*Starship Log: 'Relativity' [VOY]*) **SEE FILES 43, 71**

temporal distortion This term is given to an alteration in the spacetime continuum. A brief temporal distortion preceded the appearance of **Berlinghoff Rasmussen's Time Travel Pod**. Long-lasting temporal distortions can create chaos and destruction. (*Starship Log: 'A Matter of Time' [TNG]; 'Year of Hell', Parts I and II [VOY]*) **SEE FILES 40, 69, 71**

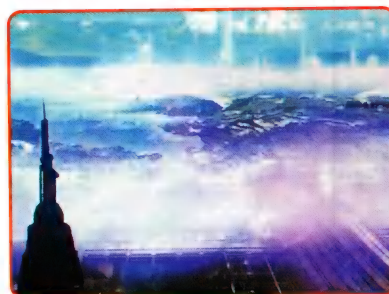
temporal explosion This blast was of such astonishing magnitude that it destroyed Earth's solar system in an alternate 29th-century timeline. **Captain Braxton** traced this disaster back to the **U.S.S. Voyager NCC-74656** in the 24th century. (*Starship Log: 'Future's End', Parts I and II [VOY]*) **SEE FILES 5, 71**

temporal field generators This part of an ancient alien device was accidentally discovered by **Molly O'Brien** in a cave on the planet **Golana**. **Miles O'Brien** and **Jadzia Dax** put the generators online to return an older Molly to the past, an action which also resulted in her younger self being returned to the 24th century. (*Starship Log: 'Time's Orphan' [DS9]*) **SEE FILE 70**



⚠ **Molly O'Brien accidentally discovered a temporal field generator.**

temporal flux This name is given to matter that shifts from one spacetime continuum to another. Items in temporal flux cannot be transported, and are often impossible to see without instrumentation. (*Starship Log: Star Trek: Generations; 'Time and Again' [VOY]*) **SEE FILES 71, 78**



⚠ **The Krenim race's ruthless temporal incursions wiped entire civilizations from existence.**

temporal incursion

An accidental or intentional alteration which is inflicted upon the timeline. **Krenim** temporal incursions affected billions of life forms throughout the **Delta Quadrant**. (*Starship Log: 'Year of Hell', Parts I and II [VOY]*) **SEE FILES 18, 40, 71**

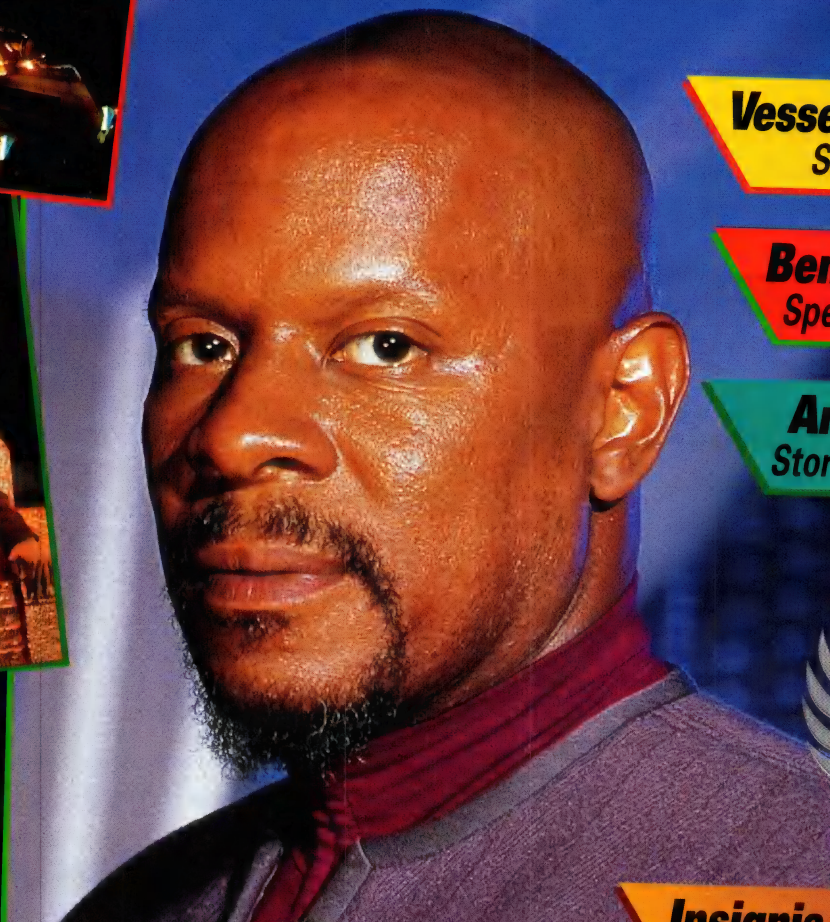
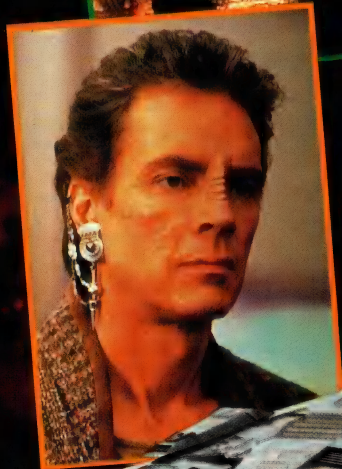
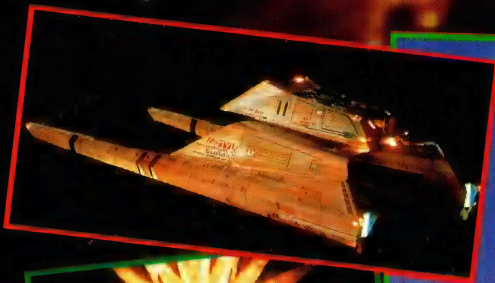
Temporal Integrity Commission This 29th-century **Federation** group scanned the timeline for **temporal incursions**, and deployed **Timeships** to restore any damage. In 2373, the **Federation Timeship Aeon** was assigned to restore a temporal incursion that destroyed Earth's solar system in the 20th century. (*Starship Log: 'Future's End', Part II [VOY]*) **SEE FILES 19, 31, 43, 71**

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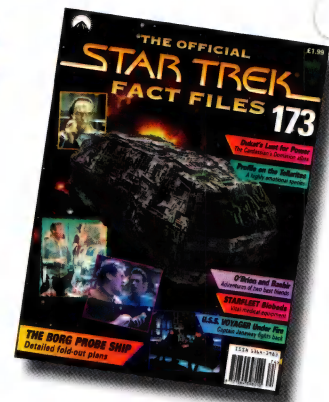
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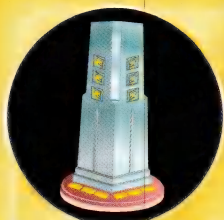
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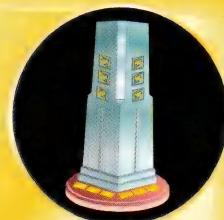
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The Guide to the STAR TREK Galaxy

FILE 6

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ANCIENT LIBRARIES AND REPOSITORIES



GALACTIC
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The histories of races throughout the Galaxy have been recorded in various ways. Civilizations have preserved their past through the use of archives and libraries, probes and time portals, and even sentient machines.

Throughout the history of the human race, people have sought ways to keep the knowledge of the past alive. On

Earth, many different means of storing information have been used. The clay tablets of Babylon, the Egyptian hieroglyphs, the Great

Library of Alexandria, and the scriptoriums of medieval monasteries, all recorded past knowledge and deeds in the hope of preserving them for the

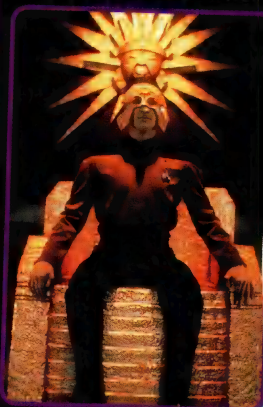
future. New technologies, in the form of computer records, video recordings, and other electronic forms of data retrieval, bring new ways of accomplishing this

noble aim. When human beings encounter alien cultures, they often find there is a common desire to remember what has been done in the past.

D'ARSAY ARCHIVE

Far more than a probe, the **D'Arsay archive** is a huge, fortanium structure that over the last 87 million years has accumulated a comet-like outer core. When the archive makes contact with the **U.S.S. Enterprise NCC-1701-D** in 2370, it begins the process of transforming the ship into the world from which it came. Symbolic artifacts start to

appear throughout the ship's interior, and the android **Data** is used as the receptacle for the personalities of thousands of the culture's people. Finally, the archive begins to transform the *Enterprise* itself into a recreation of the D'Arsay world. Only **Captain Jean-Luc Picard's** inspired use of the moon symbol, **Korgano**, to control the dominant sun goddess **Masaka** saves the ship and permits it to escape.



▲ The android Data wears Masaka's mask.



▶ Ten-Forward is transformed into a jungle, featuring the Aztec-like temple of the sun goddess Masaka.

THE FABRINI ORACLE

When the **Fabrini** realized their world was dying, they created a massive ship, **Yonada**, to transport their people to a new home. The voyage was projected to last for 10000 years, and the **Creators** (as they became known) wanted to ensure that the planet's knowledge would not be lost. They therefore built the **Oracle** to provide day-to-day guidance for the people on board *Yonada*. The Oracle's computer records store the collected knowledge of their world, including extensive banks of medical information. Even though *Yonada's* navigation system ultimately ends up in urgent need of repair, and the Oracle itself becomes a focus for religious worship, the intelligence files remain intact as the Fabrini approach their promised destination.



▲ Mr. Spock identifies the carved stone writings in the Oracle room as Fabrini.



▲ Only the high priestess, Natira, may address the YONADA people's Oracle.

THE GUARDIAN OF FOREVER

Sometimes, preserving the past involves not just storing data about it, but allowing access to the very events themselves. Ten thousand centuries ago, an unknown civilization built the **Guardian of Forever**. The planet on which it rests now lies in ruins, but the Guardian still remains, awaiting a question, and offering access to the past. Those who pass through the center of the Guardian become involved in the historical events occurring around them, and can even alter them,

thereby changing the present. Not quite a machine, this sentient creation presents both a tremendous opportunity for learning, and a potentially grave threat to the course of history.



▲ The Guardian is a self-aware time portal. Its ancient creators abandoned it centuries ago.



▶ The history of any species, at any moment in time or location in space, can be displayed by the Guardian.

KATAAN PROBE

Not all archives are stored on a planet's surface. The inhabitants of the planet **Kataan** are more concerned with ensuring that the memory of their race is not lost when their sun goes nova, rather than preserving all of their knowledge and experience. The Kataan people are unable to build vessels that could take the population off the planet, because of their limited technology, so instead they construct a small probe. In 2368, the **Kataan probe** makes contact with the **U.S.S. Enterprise NCC-1701-D**, emitting a particle beam that causes **Captain Jean-Luc Picard** to experience decades in the life of one of the planet's residents, an ironweaver named **Kamin**. The Kataan hope that Picard will remember them once the experience is over, and teach others about their way of life. Inside the *Kataan probe*, the *Enterprise* crew find only one artifact from the long-dead culture: a simple flute that Picard learns to play.

▶ The KATAAN PROBE preserves the memories of a long dead race.



▲ Picard lives the entire lifetime of Kamin within minutes.



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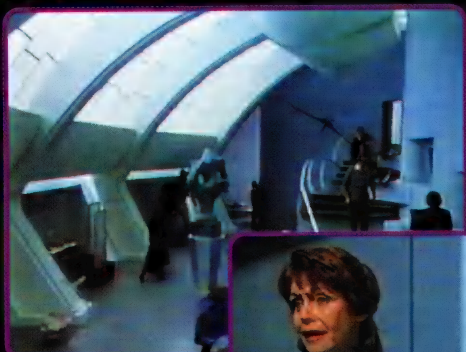


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ANCIENT LIBRARIES AND REPOSITORIES

THE MUSEUM OF KYRIAN HERITAGE

The process of writing history is necessarily a biased one, as someone must decide what to include and what to leave out. The records kept by the **Delta Quadrant Museum of Kyrian Heritage**, on the race's encounter with the starship **U.S.S. Voyager NCC-74656**, are a fine example of what can happen when history is used as propaganda. The museum claims to hold a true historical record of the meeting with the **Federation** ship, but the events have been distorted to suit the Kyrian leadership's current political aims. Fortunately, one of the exhibits includes a copy of the program for **Voyager's Emergency Medical Hologram**, who is able to present a more accurate view of the incident.



▶ The **Museum of Kyrian Heritage** is visited every day by **Kyrian and Vaskan** spectators. It displays artifacts from the so-called **WARSHIP VOYAGER**.

▶ A backup unit of the **U.S.S. VOYAGER's EMH** brings to light the true version of events, and then stays on the planet for many years, fulfilling the role of **Surgical Chancellor**.



THE SALTAH'NA ENERGY SPHERES

The telepathic energy spheres created by the **Saltah'na** describe the ancient power struggle that destroyed their race. The spheres exert an empathic force on the races that come into contact with them, causing the struggle that wiped out the **Saltah'na** to be endlessly replayed. In 2369, the spheres are discovered by the **Klingon** survey ship **Toh'khat**. The vessel is destroyed by a sphere-



▶ **Commander Benjamin Sisko** becomes obsessed with constructing a **Saltah'na** clock.

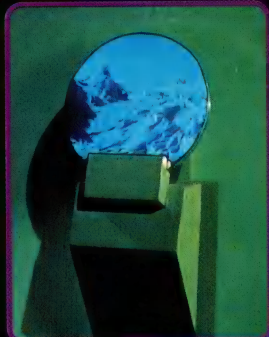


induced mutiny, but a survivor brings the self-replicating energy matrix with him to **Federation** space station **Deep Space Nine**, where a similar power struggle breaks out. An ionic interference field, created by **Dr. Julian Bashir**, finally eradicates the energy spheres' influence over affected personnel.

▶ The effects of the **Saltah'na** energy spheres are eventually dispersed. Nevertheless, **Sisko** is still proud of the ancient artifact he was compelled to construct.

SARPEIDON'S LIBRARY

The people of the planet **Sarpeidon** combine archival data storage with direct entry portals that send the user into the past. The historical library on **Sarpeidon** allows retrieval of video images of the past. Its people are permitted to travel back into the selected time through the use of a device called the **atavachron**. The library facilities were abused by the tyrant **Zor Khan**, who used it to exile his enemies in the ice age. Nevertheless, the atavachron also proves to be the salvation of the inhabitants when **Sarpeidon's** sun goes nova in 2369. Instead of escaping to other worlds, the people of **Sarpeidon** learn how to adapt to their chosen time, and then step through the atavachron's portal to spend the rest of their lives in the past.



▶ **Mr. Atoz** oversees the use of the library's facilities.



V'GER

Built as NASA's **Voyager VI**, **V'Ger** is another space probe whose primary mission is to gather and record information about other worlds, and then transmit the data back to Earth. When the damaged probe is repaired on a planet of sentient machines, however, its capabilities are greatly enhanced, and its mission directives subtly changed. On its return to Earth, **V'Ger** is seen as a threat until its true nature is recognized. On completion of its mission, **V'Ger** transmits its data back to its point of origin, then absorbs **Captain Willard Decker** into itself. This enables **V'Ger** to take the next step in its evolution.



▶ Records of vast star systems are stored within **V'GER** during its long journey across the **Galaxy**.

▶ **Lt. Ilia** of the **U.S.S. ENTERPRISE** is killed by a probe that **V'GER** sends to the starship. A duplicate of the navigator is recreated inside the machine, which is identical even at the **Deltan's** molecular level.





THE
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THE BAJORAN PROVISIONAL GOVERNMENT



THE
BAJORANS

When the **Cardassians** withdraw from **Bajor** in 2369, they leave behind a ruined world plagued by political chaos. It is two years before the shattered **Bajoran** people are able to elect a single strong leader, or achieve some semblance of civil stability.

In the aftermath of the **Cardassian** occupation, **Bajor** lies in ruins; the beginning of the year 2369 finds the planet and its people devastated by a brutal sacking, with no central authority or agency to administer a guiding hand.

Into this power vacuum step a number of individuals whose motivations are varied and conflicting; with the **Cardassians** gone, their cabinet of **Bajoran** puppets who acted as a token parliament are deposed, but the shattered state

of **Bajor** means that no true, clear voice rises out of the chaos to bring stability to the planet. Assembled from a rag-tag coalition of groups and political bodies – some the remnants of the **Cardassian**-run state, some vehement isolationists, some the survivors of resistance units – the new government is steeped in internal dissension, with many groups attempting to assume dominance.

A new congress is initiated under the title of the **Bajoran provisional government**, but behind

this grandiose name lies an organization fraught with factionalism, struggling to do what is right for **Bajor**. The assembly first reinstates the **Bajoran Chamber of Ministers**, a ruling cabinet of lawmakers drawn from across the planet. At the head of this group is the **First Minister**, elected from within the ranks of the Chamber of Ministers for a six-year term of service. In 2369, **Bajor's** first citizen to take this high office is **Kalem Apren**, and under his leadership the government constructs the



basis of a planetary authority. A **Bajoran Militia**, combining police forces and a military with ground and aerospace capabilities, is instituted, with many former freedom fighters using their combat knowledge to bolster these groups. More peaceful establishments such as the **Bajoran Central Archives**, the repository of the entire planet's history, are also inaugurated.

▲ **Economic assistance**
In 2369, the provisional government ask the Federation for aid.

administration and renaming it **Deep Space Nine**. As part of this agreement, the Federation begins a program of aid that defends **Bajor** from outside aggressors and supports the planet's economy, providing items such as medical supplies and **industrial replicator units**. The unforeseen discovery of a stable wormhole in the **Bajor** system radically changes the political dynamics of the sector, and soon after the provisional government finds itself under pressure from without as well as from within.

The divisiveness of the government has been highlighted on a number of occasions, and this fragmented appearance does little to inspire confidence in ordinary **Bajoran** citizens. To make matters worse, the factions within the provisional government make choices and decisions that often seem at odds with current events. In 2369, soon after the Federation's arrival, a

SHOW TRIAL

War criminal

In 2369, the Chamber of Ministers learn that a **Cardassian** prisoner is being held on **Deep Space Nine**, under the suspicion of being a war criminal of **Gallitep**. Minister of State **Koval** contacts Commander **Benjamin Sisko** and makes it clear that the **Bajoran** provisional government intend to extradite the **Cardassian** in order to have him stand trial at a war crimes tribunal on **Bajor**.

▼ **Marritza** is freed after his true identity is revealed, but he is stabbed by a **Bajoran**.



▲ **Aamin Marritza** poses as **Gul Darhe'el**, the 'butcher of Gallitep.'



▲ **Minister Koval** insists that the **Cardassian** war criminal stands trial on **Bajor**.

Controversial ally

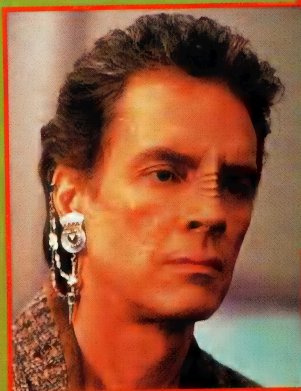
During the very first months of the provisional government's life, the body is divided over many of its decisions, in particular the call to apply for membership in the **United Federation of Planets**. Several factions within the government insist on an isolationist policy in the aftermath of the **Cardassian** invasion, while others press the issue and petition the Federation for economic and military assistance.

In response, **Starfleet Command** sends a contingent of officers and materials to **Terok Nor**, the former **Cardassian** ore-processing facility in orbit around **Bajor**, taking control of the station's





▲ **Shakaar Edon**, a former leader of a Bajoran resistance cell, brings an end to Bajor's political instability.



▲ **The government** gives Li Nalas the title of **Navarch**.

known criminal named **Ibudan** – once arrested by *Deep Space Nine's* **Chief of Security Odo** for black-marketeering – is released from prison on Bajor and set free to commit a new crime. He attempts to frame the constable for his murder by killing a clone of himself. Later that year, the government (represented in this instance by **Minister Toran**) leads a controversial



THE
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FILE 10 CARD 8

THE BAJORAN PROVISIONAL GOVERNMENT



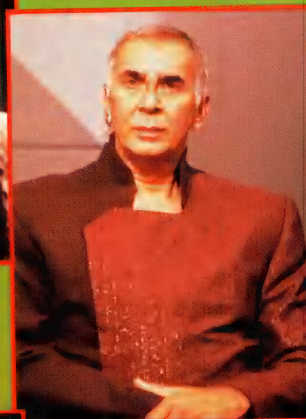
THE
BAJORANS



▼ **Bajoran officials** release the criminal **Ibudan**, who then attempts to frame **Odo** for murder by killing his own clone.

▶ **Jaro Essa** is an ambitious minister who almost succeeds in leading a coup against the Bajoran provisional government in 2370.

▶ In 2370, **Vedek Winn** conspires against **Vedek Bareil** for the position of **kai**.



colony where several Bajoran citizens – including a war hero named **Li Nalas** – are still being held by the **Cardassian Union**. When the government refuses to assist her, **Kira** undertakes the rescue with **Chief Miles O'Brien**, and brings Li home to a hero's welcome.

Backfire

The major's courageous actions, however, provide a catalyst for a coup within the congress; **Jaro Essa**, an ambitious minister with the backing of the church's **Vedek Winn**, attempts to use Li Nalas as a pawn in his plans to eject the

program to provide Bajor with a new power source by tapping the core of **Jerrado**, one of its moons, forcibly instituting relocation of the native population against their will.

After a year, the infighting in the Chamber of Ministers

has not decreased. In early 2370, Bajoran Militia officer **Major Kira Nerys**, serving as first officer on *Deep Space Nine*, appeals to the provisional government for assistance in launching a rescue operation to **Cardassia IV**, a penal

GALAXY FACTS

▶ **Minister Jaro Essa** requests that **Vedek Winn** give him her public support to become Bajor's new **First Minister**. In return, he promises that, in his government, Winn will be the new **kai**.

▶ **The Bajoran war hero Li Nalas** is killed by a member of the **Circle**, while saving **Commander Sisko's** life.

Federation and return Bajor to an isolationist state. Jaro's involvement with the **Alliance for Global Unity**, a violent isolationist faction also known as the **Circle**, is revealed by Li and **Kira**, and a coup d'état is narrowly avoided. The instability of the government is little improved by this incident, as evidenced by the heated debate that erupts later that year, when a large group of **Skrreean** refugees from the **Gamma Quadrant** are denied a request to colonize part of Bajor.

New found stability

The turning point for the provisional government comes in 2371, when **First Minister Kalem Apren** dies suddenly of heart failure. The current **kai** – the former **Vedek Winn** – takes over his duties and temporarily gains supreme control over Bajor's church and state. Winn's desire for power once again brings Bajor to the brink of civil war, when militia forces are brought to arms against fellow Bajorans. A solution is eventually provided by **Kira** and **Shakaar Edon**, a former resistance fighter respected by the Bajoran people. **Kira** presents **Kai Winn** with a political fait accompli, forcing her to step down in favor of **Shakaar**, who rises to the post of **First Minister** in a landslide election. Under **Shakaar's** governance, the congress finally achieves a degree of stability, enough to weather **Captain Benjamin Sisko's** radical advice not to accept membership within the Federation in 2373.

CARDASSIAN COLLABORATIONS

Complicated relations

Despite the withdrawal of its forces from Bajor in 2369, Cardassia continues to interfere in Bajoran affairs. In 2370, the Cardassians rally the **Alliance for Global Unity**, or the **Circle**, against the Bajoran provisional government by supplying them with weapons. With the isolationists in power, Starfleet would be



▶ **Major Kira** reveals that the Cardassians have been supplying the **Circle** with weapons.



forced to depart Bajor, leaving the path clear for the Cardassians to return. Fortunately, the **Circle's** sources are publicly revealed by **Major Kira**.

Two years later, however, Cardassian and Bajoran officials agree to share intelligence information on the **Klingons**. The conference is held on **Korma**, but the planet is attacked by a **Klingon Bird-of-Prey**, killing everyone there.

▶ **Kira** agrees to attend the conference at **Korma** at the request of **First Minister Shakaar**. Unfortunately, she has to travel to the site aboard the former **Gul Dukat's** freighter.



▶ When the **GROUMALL** reaches **Korma**, its crew find that the outpost has been destroyed.

FILE 20 U.S.S. ENTERPRISE NCC-1701

SHIP:

U.S.S. ENTERPRISE NCC-1701

LOCATION:

DECK 1

FACILITIES:

CAPTAIN'S CHAIR

The captain's chair of the *U.S.S. Enterprise NCC-1701* is occupied by three illustrious Starfleet officers, most notably Captain James T. Kirk.

The *Constitution*-class *U.S.S. Enterprise NCC-1701*, launched in 2245 from the *San Francisco Shipyards* above Earth, is the most advanced *Starfleet* vessel of its time. Incorporating state-of-the-art computer, propulsion, and weapons systems, the *Enterprise* is the flagship of the fleet. It boasts several design elements which set the standard pattern for Starfleet engineers for years to come. One of the most striking features of the ship is its advanced control centre, or bridge as it becomes more traditionally known, employing old Earth naval terminology often favored by Starfleet. At the heart of the *Enterprise's* bridge is the captain's chair, sometimes referred to as the 'conn' in yet another naval reference. This seat has become synonymous with one commander in particular – Captain James T. Kirk.

The roughly circular design of the *Constitution*-class bridge is a model of efficient simplicity, bringing together all of the vital systems required for the control and monitoring of such a large scale vessel. Each station is in relatively close proximity to the others, allowing ease of communication at all times. The captain's chair is located in the center of the room, making him equidistant from all the control consoles that operate specific aspects of the ship. Consequently, the captain can be immediately updated on the condition of the vessel or its crew during its missions, and orders can be clearly and effectively given with a minimum of effort.

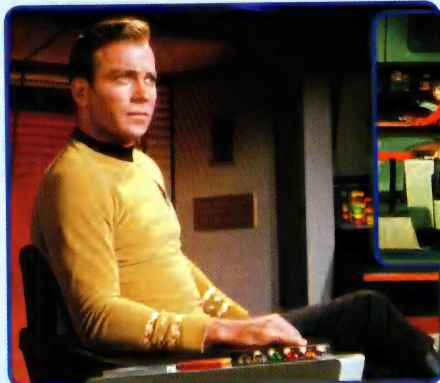
Central position

Communication between the captain, the crew inside the *Enterprise*, and external bodies is vital, so therefore the main communications station is situated directly behind the captain's chair. The communications officer is thus allowed to relay intraship messages, *subspace* transmissions, and the opening of communications on selected hailing frequencies at the command of the captain. To the immediate right is the main science station, allowing the captain to turn on the pivot-mounted chair to face the science officer in order to discuss data or request information.

The captain's chair itself is a relatively large structure, consisting of a black circular pillar attached to a counterweight silver-colored, rectangular footplate. Built into a cut out section in the bridge's floor, the chair is directly anchored to the deck, giving it



CAPTAIN'S CHAIR



James T. Kirk is the most famous occupant of the U.S.S. ENTERPRISE's captain's chair.



The captain's chair is set on a slightly raised podium, placing it above the other bridge stations.



The captain's chair is advantageously positioned in the center of the circular bridge.

A private set of controls are located on the left and right armrests of the captain's chair.

considerable support during an attack. Located on top of the short pillar is the chair framework itself, which takes the form of a light alloy angled support into which is upholstered a low-backed, padded seating platform.

Control pads

The thick framework forming the bottom and sides of the captain's chair are oversized for a reason. Incorporated into the left and right broad flat consoles, directly below the traditional narrow wooden armrests at the chair's sides, are a number of private controls available to the captain, often allowing him partial or total control over the ship's systems. The chair's dominant position, facing the main viewscreen between the helm and navigator consoles, means that the captain's movements toward other members of the crew are on full view to the person who is receiving the communication. For this reason, some override controls are set into the chair, giving the captain additional privacy or flexibility during difficult moments.

Built into the right-hand arm console are three vital systems. At the bottom of the armrest closest to the captain is the ship's intercom, activated by a simple push-button which illuminates when active. The captain is able to address the entire crew from his seat, appraising them of any situation which may arise on the bridge or during a crisis situation. Similarly, deck reports can be fed directly to his position, although the majority of communications carried out from the chair is to either the chief engineer or the chief medical officer.

Available information

In the center of the armrest is a dedicated microtape reader that allows the captain to attain audio readouts of library or science tapes without having to leave his duty station. The width of the arm lets the captain rest a number of tapes on the chair, enabling him or her to work through a number of them at any given time. At the front edge of the right armrest is a smooth black plate, into which are set two sets of five raised buttons. The left hand set are uniform white in color; they pulse in a set pattern, and can have various commands programmed into them. The right hand set of buttons are different colors; they can be used to bring the *Enterprise* into orbit around a planet, maintain the orbit, and also leave under impulse power.

The armrest situated to the left of the captain also has a number of controls set into two distinct panels. Closest to the front edge of the armrest is a rectangular black section,

into which are set three circular buttons, three rectangular vertical buttons, and three horizontally arranged control studs of varying colors, which flash to signify functionality. Once again, various commands can be programmed into these, in line with Starfleet's concept of flexibility in control systems, but common functions of this panel include the launching of a shuttle from the main shuttlebay, and the control of the shuttlebay doors.

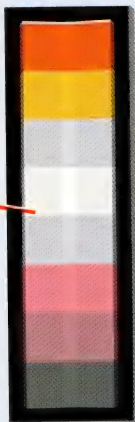
The final control unit takes the form of a narrow strip of double action toggle switches, offering the possibility of 16 different functions from eight equally sized rocker buttons. Two commands available to the captain from this console are the activation of the main viewscreen, directly in front of the captain's uniquely flexible position, and a general hailing signal that can be used to alert the entire ship's crew to the subsequent audio message.

COMMAND CONTROLS

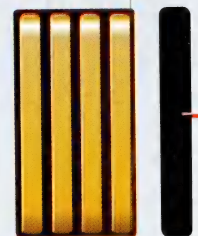
The top controls on the left armrest allow the captain to personally carry out such operations as the launching of a shuttle from the main shuttlebay, or the opening and closing of the shuttlebay doors.



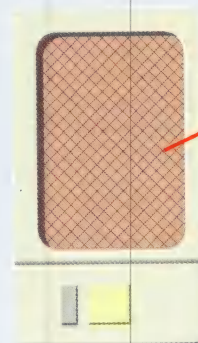
The narrow block of double action switches gives the captain access to such commands as the activation of the main viewscreen, or a general hailing signal.



The different colored switches allow the captain to bring the ship into orbit of a planet, maintain orbit, and leave on impulse power.



The right armrest has a microtape reader facility, and a tape card holder adjacent to the reader slot.



The unit closest to the captain, on the right armrest, features the ship's intercom controls.

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

BATTLE HULL SECTION

DECKS:

8 - 42

The **U.S.S. Enterprise NCC-1701-D** has the ability to separate into two self-contained units during exceptional circumstances, a design feature implemented by Starfleet engineers ever since the development of the **Constitution** class in the 23rd century. Under normal operating circumstances, the **Saucer Section** located at the top of the short connecting hull is locked into the upper docking clamps of the **Stardrive**, or **Battle Hull**, but when certain situations arise the Saucer has the ability to leave the Stardrive and operate under its own limited impulse power. Similarly, the Battle Hull has the ability to defend itself, and it is often tactically advantageous to have two spacecraft operating independently of each other rather than a single ship, as illustrated during the *Enterprise's* battle against a **Borg cube** in 2366.

In times of irreparable damage to either section, it is possible to evacuate the entire crew to the saucer section or the Battle Hull and jettison the damaged section of the ship. In some cases the Battle Hull may be sent into a potentially hazardous situation with a minimal crew, while due to the volatile nature of the main warp core and the various fuel supplies held in the Stardrive, it is more likely that the saucer section will be used for evacuation purposes. The *Enterprise's* warp core breach, caused by a **Klingon** attack in 2371, illustrates this contingency perfectly, as the entire crew are saved from the destruction of the Battle Hull when the warp core cannot be jettisoned.

Under normal operating conditions, the *Enterprise* operates far more effectively as a connected entity – the Saucer Section cannot travel at warp under its own power, and the

As with other **GALAXY-class ships**, the **U.S.S. ENTERPRISE NCC-1701-D** can separate into two independent sections during battles and other emergency situations.

Stardrive has diminished combat, with crew support functioning as a separate unit. Various systems within the two sections are designed to compliment and enhance each other, and the ship operates at maximum efficiency when connected. In order to be as effective as possible when operating separately, the battle hull is equipped with a number of secondary systems that mirror primary systems in the Saucer Section.

Deck division

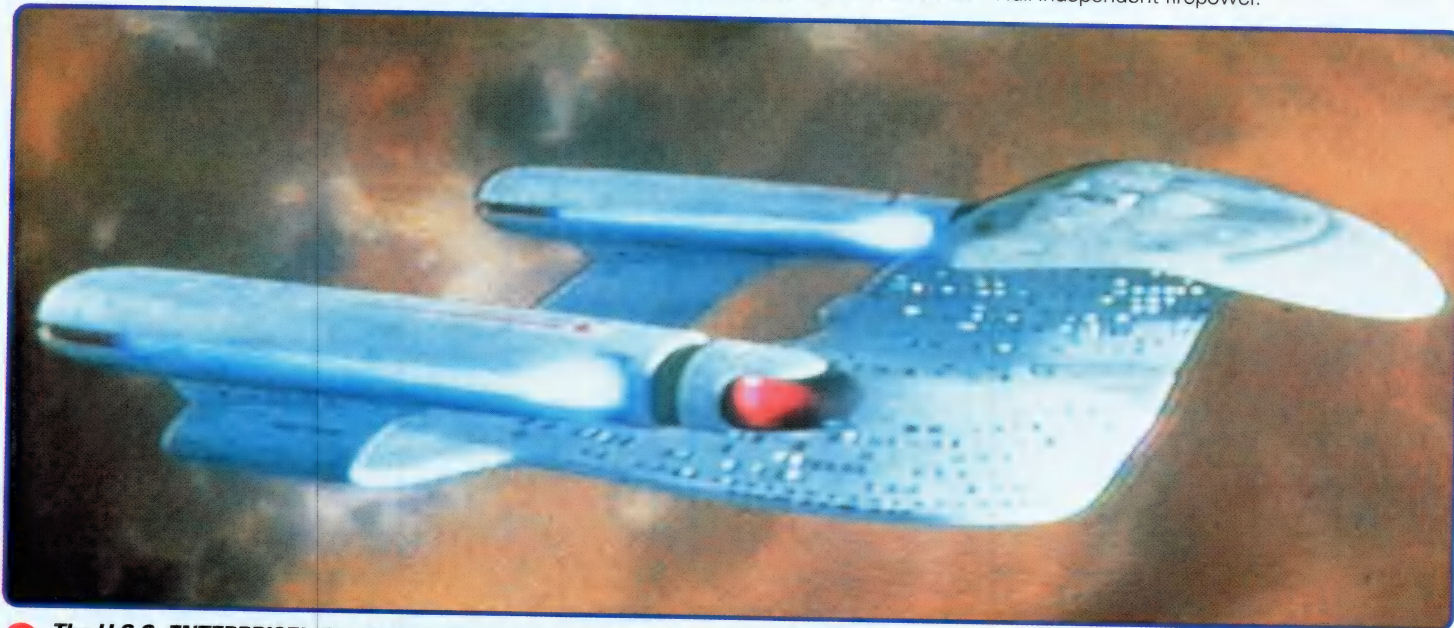
The total number of decks on a **Galaxy-class** vessel is 42, although the Battle Hull's first deck is Deck 8, and it shares only nine decks with the Saucer Section. A vehicle separation plane runs from the top of Deck 8 to the bottom of Deck 16, with access between the two sections provided by a number of automatically sealing hatches when separation mode is initiated. Deck 8 of the Stardrive houses the battle bridge, a smaller version of the main bridge found on Deck 1 of the Saucer Section. In the case of extreme damage to the main bridge, the entire vessel can be controlled from this location while



the two sections are still connected. This secondary bridge illustrates the advantages of the *Enterprise* as an integrated unit.

Successful separation

Deck 9 has a series of latches that connect to the underside of the main Saucer Section. After separation is initiated, these latches retract into the body of the Battle Hull and form part of the vessel's upper section. Deck 10 contains a series of emergency batteries that can power the Battle Hull or entire ship for a limited period of time; this backup system is removed from the saucer section after separation. The main vertical **turbolift** shaft runs from Deck 10 to Deck 36, and a series of **Phaser bank control systems** are also located on this level, giving the Battle Hull independent firepower.



The **U.S.S. ENTERPRISE's** Stardrive section is capable of operating as a completely separate spaceship. After successful separation, the Battle Hull is controlled from the battle bridge, a smaller version of the primary bridge in the Saucer Section. The Battle Hull shares nine decks with the Saucer Section and also houses crew quarters, as well as rooms for visiting dignitaries. Several primary departments are located in this part of the ship, including Main Engineering and Stellar Cartography. The Battle Hull also features a number of secondary systems that mirror the primary systems found within the Saucer Section.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D



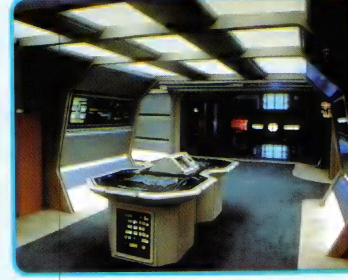
▲ **Commander William Riker takes charge of the compact battle bridge in 2366.**



▲ **Crew quarters are located on the Battle Hull between Decks 17 and 20.**



▲ **The Battle Hull is also equipped with tiny internal engineering lifts.**



▲ **The U.S.S. ENTERPRISE's stardrive section houses the warp core and Main Engineering.**

Deck 11 contains life support for the Stardrive section, and Deck 12 hosts a series of science laboratories equipped for various studies and mission experiments. Deck 13 is a particularly important level as it houses Shuttlebays 2 and 3, allowing entrance into, and exit from, the *Enterprise* through two unequally sized doors on either side of the hull spine, which carries a number of the Battle Hull's vital systems. Shuttlecraft control is carried out from the starboard rear side of this relatively small deck, and there are further docking latches on its curved front section.

The rear of Deck 14 contains the transfer conduits for the *Enterprise*, running near to the shuttlebay support area used for routine maintenance and repair. This level also contains personnel **transporters** 5 and 6, which gives the Battle Hull independent transporter facilities. Deck 15 has a series of laboratories equipped to carry out a variety of mission specific studies.

Lower decks

Deck 16 is the central location for all maintenance crews and equipment, while Decks 17 through to 20 are dedicated to crew quarters. Each one of these four decks has a communal crew lounge situated at the forward part of the deck, on the Stardrive's bow. Deck 19 also has a series of upgraded VIP rooms for visiting dignitaries or high ranking Starfleet officers, with similar facilities available on Deck 20 for consulting engineers along with **EPS** support systems.

Deck 21 has a series of transfer conduits

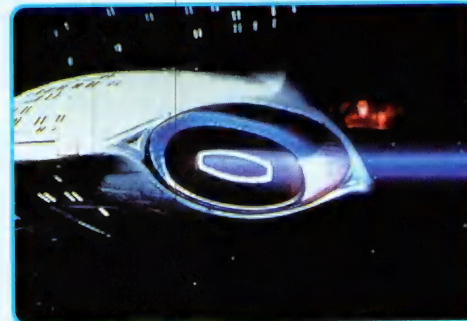
running from the storage area on Deck 19, and houses engineering crew accommodation. Below it, on Deck 22, are the main port and starboard impulse engine nozzles that face the rear and run down to the next deck, which has **photon torpedo** storage magazines at the bow. Deck 24 houses the vital life support systems, while Deck 25 has the main photon torpedo launcher situated at the front of the level, along with the main port and starboard docking ports and airlocks.

Deck 26 has further photon torpedo storage, with Decks 27 to 30 primarily occupied with deuterium storage, injection, and drainage for Main Engineering. The warp core runs from decks 29 to 41 and, similar to the upper computer core between Decks 30 to 36, allows easy access to its major systems by the engineering crews. Structural Integrity Field systems are based on Deck 30, and Inertial Damping systems are located nearby on Deck 31, as are the **replicator** subsystems. **Stellar cartography** is based on the port side of Deck 31, directly linked to the main **deflector dish** which descends from the front of Deck 32 all the way down to the bottom of Deck 38. Further living quarters are situated on Decks 32 and 33, and Deck 34 contains the main navigational and deflector signal processing directly behind the main dish.

Deck 35 houses the main rearward facing photon torpedo launcher, with further sensor support systems. Deck 36 is the home of Main Engineering and its various systems, while Decks 37 to 39 are used for cargo operations



▲ **Stellar cartography falls under the science department, and maps the Galaxy's vast star systems.**



▲ **The ENTERPRISE's deflector dish is also located on the external hull of the Stardrive section, at the front of the vessel.**

with the ship's brig located on Deck 38. The bottom three decks, 39 to 42, are concerned with antimatter storage and loading, with the warp core and antimatter ejection hatches on the underside of Deck 42.

BATTLE STATIONS

Abandon ship

The designers of the *Galaxy*-class U.S.S. *Enterprise* NCC-1701-D created a vessel capable of operating as two separate ships. This feature saves the lives of the entire crew in 2371; it also proves vital in combat prior to this event. In 2366, the Battle Hull separates from the Saucer Section to combat a *Borg cube*, while the ship's civilian personnel and the families of the crew flee to safety in the Saucer Section. Five years later, the *Enterprise* is attacked by a *D-12-class Klingon Bird-Of-Prey*, commanded by the Duras sisters. The crew escape a warp core breach by evacuating to the Saucer Section.



▲ **In 2366, the U.S.S. ENTERPRISE's Battle Hull engages a BORG CUBE commanded by Locutus of Borg - aka Captain Picard.**

▲ **The crew of the ENTERPRISE are forced to abandon the damaged Battle Hull for the safety of the saucer section.**



▲ **In 2371, the Duras sisters' KLINGON BIRD-OF-PREY relentlessly attacks the ENTERPRISE's Stardrive section, setting off a potentially disastrous warp core breach. The ship is forced to separate, and the Battle Hull explodes.**

FILE 31 OTHER FEDERATION STARSHIPS

CLASS:
VARIOUSBRIEFING:
GENERAL INTRODUCTION

TYPE:

VULCAN STARSHIPS

The Vulcans have had spaceflight for many hundreds of years. Their vessels have allowed them to travel the Galaxy, spreading their philosophy of peace and logic to everyone they have encountered, including the human race and other members of the United Federation of Planets.



Unlike Starfleet's graceful ship designs, Vulcan vessels are constructed with functionality and practicality in mind, rather than aesthetics.

The Vulcan people developed spaceflight centuries ago. They have been capable of traveling beyond the confines of their own planet for at least 2000 years. A group opposed to the teachings of Surak left the homeworld to found what would become the Romulan Star Empire. As the Romulans did not have warp capable ships until the late 23rd century, however, it is logical to assume that such technology was not developed until after the split. Modern Vulcan ships are nevertheless as advanced as anything humans have developed. Often constructed from dentarium alloys, such spacecraft have particularly impressive subspace communications and sensor systems. Vessels range in size from small interstellar shuttles that can operate with a handful of crew, to huge vessels capable of accommodating hundreds of passengers.

By far the most famous Vulcan starship, and the most important to Galactic history, is the T'plana-Hath, the ship that made first contact with the human race in 2063. The T'plana-Hath was on a routine survey mission through Earth's Sol system when it detected the warp signature from Zefram Cochrane's Phoenix, signalling that the human race was on the verge of interstellar flight and thus ready for contact with an alien race. The cultural impact the T'plana-Hath has had on humanity

is huge, but it appears to have made much less of a technological or aesthetic impact; its sand-colored, tripod-shaped hull bears little resemblance to any ships subsequently developed by the human race.

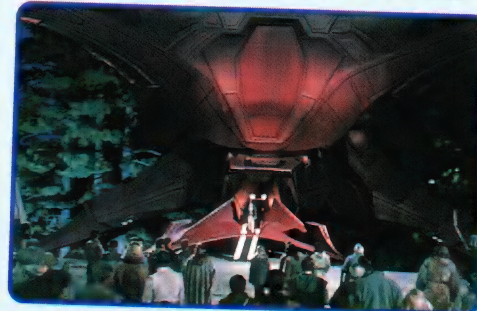
The sleek contours of the T'plana-Hath, and the ship's ability to land on a planet's surface as easily as it glides through the cosmos, are typical of Vulcan practicality. Vulcan craft have a less homogeneous design than is found in human ships, with their uniform dual hull configuration and twin warp nacelles. Modular craft, including ships with a smaller section that can detach for docking purposes, are also common.

Benevolent missions

The Vulcans are, and have been for centuries, a race of pacifists. Their journeys out into the cosmos are most often ones of peaceful exploration, aiming to gather knowledge rather than to expand the boundaries of their empire. As such, many more of their ships are science vessels than military craft. Among the Vulcan science vessels that have crossed the paths of Starfleet ships is the T'Vran, which offers help to a Starfleet Runabout it finds in trouble following an explosion on board in 2369. Showing typical Vulcan altruism, the crew of the T'Vran later offer to escort two of the Runabout's passengers, Rakhari fugitive



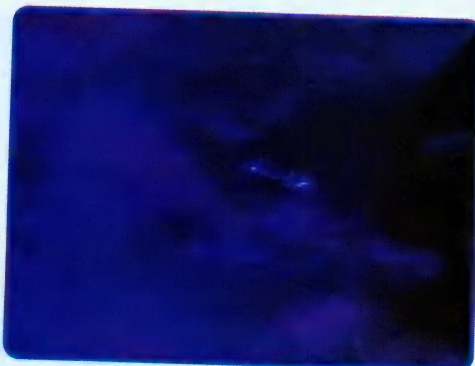
The T'PLANA-HATH is an exploratory ship, able to land on a planet's surface.



The T'PLANA-HATH plays a significant part in the history of the Federation.



In 2369, Odo contacts the VULCAN SCIENCE VESSEL T'VRAN to seek asylum for Croden and Yareth.



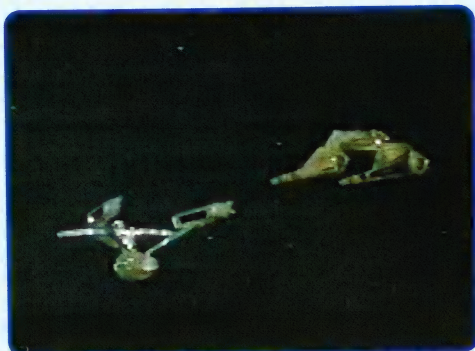
VULCAN SCIENCE VESSELS gather data on spatial anomalies, such as the Chamra Nebula in the Gamma Quadrant.



The Vulcans detect the warp signature of the PHOENIX and determine that humans are ready for first contact in 2063.



FILE 31 OTHER FEDERATION STARSHIPS



▲ The **SURAK**, a long-range shuttle, is named after the father of Vulcan philosophy and logic.

Croden and his daughter Yareth, to a new life after they request asylum within Federation space.

The discovery of the **Bajoran wormhole** is typical of the kind of scientific phenomena that will draw many Vulcan ships to an area; the **T'Pan** is another *Vulcan science vessel* that docks at Federation station **Deep Space Nine** in 2373. Unfortunately, charting dangerous space phenomena has often proved disastrous for Vulcan ships; the Vulcan-crewed **U.S.S. Intrepid NCC-1831** requires a stopover at **Starbase 11** in 2267 to repair damage sustained in an ion storm, and is destroyed by a giant space amoeba the following year.

Famous namesake

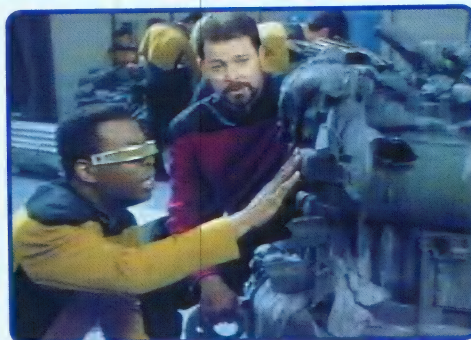
Vulcans often name their vessels after historical figures, and the kind of people who are so honored gives a further indication of the peaceful nature of the race. Many Earth ships are named for great military commanders, but Vulcan vessels are more often named for scientists and philosophers. The *T'plana-Hath* honors a famous Vulcan logician, and the Vulcan philosopher **T'Pau** also has a ship named after her. Surak, the father of modern Vulcan civilization and a great proponent of peace, lends his name to a long-range shuttle. As is often typical of Vulcan craft, the *Surak* shows no signs of exterior weaponry and may not in



▲ In 2371, Mr. Spock travels aboard the **SURAK** from Vulcan, to rendezvous with the **U.S.S. ENTERPRISE NCC-1701**.

fact be fitted with any destructive capabilities. It is ironic, then, that Vulcan starships almost play a part in the downfall of this peaceful civilization. In 2368, the Vulcan Merchant Fleet vessel **T'Pau NSP-17938** is stolen from **Federation Surplus Depot Zed-15**, orbiting **Qualor II**. This craft and two identical vessels are taken for use in a Romulan plan to deliver an invasion force to Vulcan. Luckily, Starfleet officers uncover the plot, and the Romulan-crewed Vulcan ships are destroyed before leaving Romulan space.

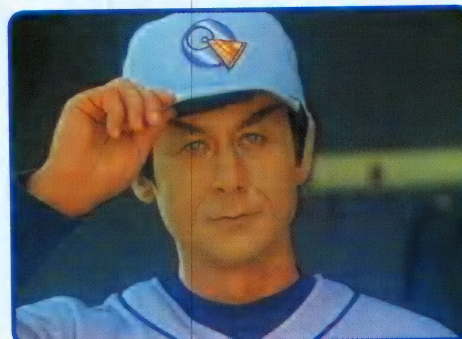
Starfleet ships crewed by Vulcans have gone into battle, including the **Nebula-class U.S.S. T'Kumbra**, which fights at the **Dominion-Cardassian** front during the Dominion war, but few Vulcan-built ships are equipped for combat. That the race has had interstellar capability for so long without ever developing the desire to use such ships for conquest is a testament to the emotional control on which the Vulcans pride themselves.



▲ Wreckage can often be identified as coming from Vulcan ships by the presence of **dentarium alloys**.



▲ The **NEBULA-class U.S.S. T'KUMBRA** docks at **DEEP SPACE NINE** for repairs during the Dominion war.

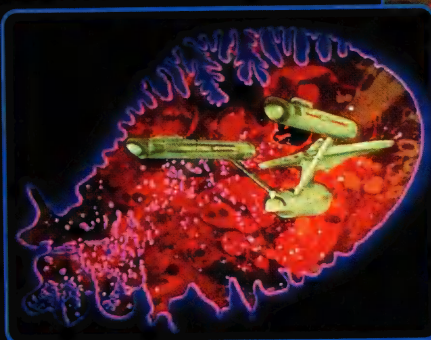


▲ The **T'KUMBRA's** Captain Solok and his Vulcan crew play a game of baseball against Benjamin Sisko's team in 2375.

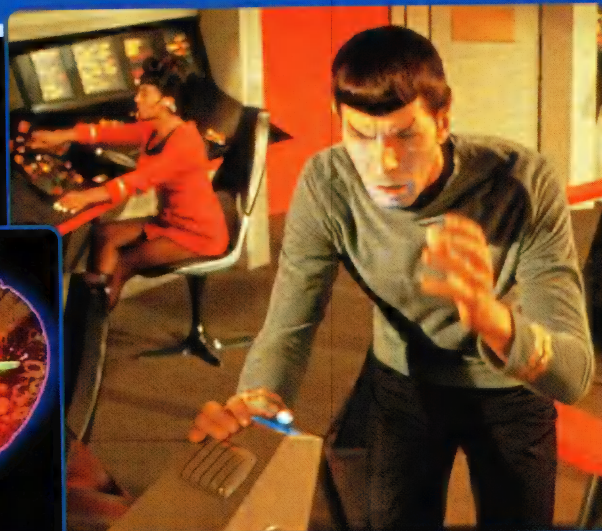
VULCAN CREWS

Starfleet separatists

Vulcan is a founder member of the **United Federation of Planets**, but Starfleet is a wholly human concern for the first century of its existence, until the half-Vulcan Spock decides to enter Starfleet Academy. He opens the door for many Vulcans to follow, but even another hundred years on, many of them prefer to serve on all- or mostly-Vulcan crewed ships, rather than on vessels with fully integrated crews. The **Constellation-class U.S.S. Intrepid NCC-1831** is crewed entirely by Vulcans during the 2260's, as is the **Nebula-class U.S.S. T'Kumbra**, commanded by Captain Solok nearly a century later. Other ships have a mainly Vulcan crew serving alongside a few human officers, such as the **U.S.S. Hera NCC-62006**, on which the human Captain Silva La Forge leads a crew composed mainly of Vulcans, until her death in 2370. A remembrance service is held for the ship on Vulcan following its loss with all hands.



▲ In 2267, the all-Vulcan crew of the **U.S.S. INTREPID** perish in an encounter with a giant space amoeba.



▲ Spock is the first Vulcan to serve in Starfleet. Others of his race follow, but many prefer to serve on all-Vulcan crewed ships. In 2267, Spock senses the loss of one such vessel, the **INTREPID**.

Benjamin Sisko and Bajor: Part 1

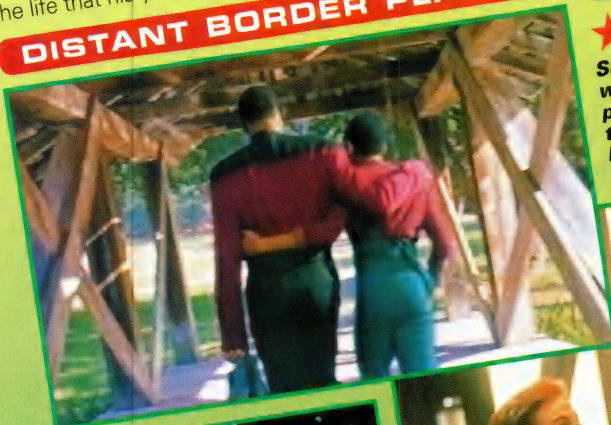
Commander Benjamin Sisko finds himself cast in the role of religious icon when he is posted to *Deep Space Nine*, a station in orbit of the distant planet Bajor.

The United Federation of Planets and Starfleet Command have always impressed on their officers the need to understand and respect the belief systems of other species. For Commander Benjamin Sisko, this obligation is tested to the limit when he is assigned by Starfleet to station *Deep Space Nine*, a former Cardassian Union ore-processing facility in the Bajor system. At this point in 2369, Sisko is a rational man of secular belief, who finds himself unwilling to be posted to a distant border world like Bajor, concerned for his future career and for the life that his young son

Jake will endure, far from his homeworld of Earth. Despite these ill-starred beginnings, over the next seven years Sisko discovers more about his own life — both his past and his future — than he would ever have thought possible. In the process he develops a close, mystical connection to Bajor, a world he has never before visited, let alone ever considered making his home.

Commander Sisko's spiritual odyssey begins in the early months of 2369, as he and Jake take up quarters on *Deep Space Nine*. The first hint that a connection to Bajor and a greater destiny for this Starfleet officer lurks in the wings comes from cryptic

DISTANT BORDER PLANET



★ **Predestined role**
Kai Opaka is the first to recognize Sisko as the prophesied Emissary. She claims he was sent to Bajor by forces higher than Starfleet.

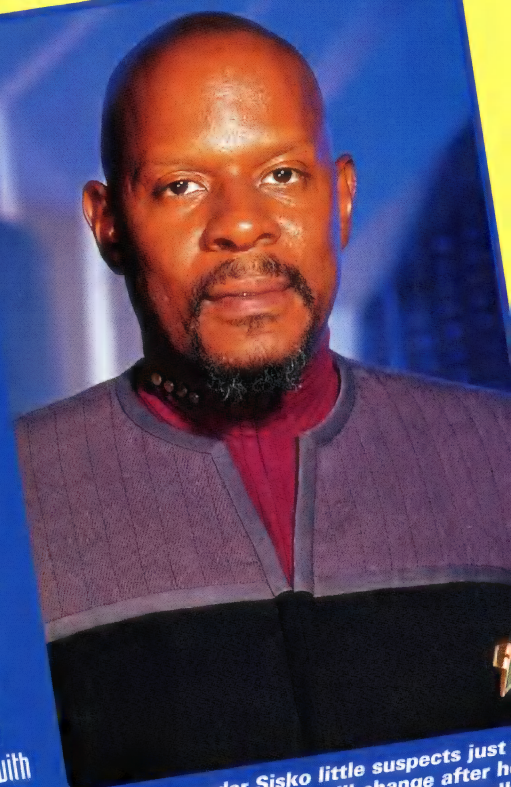
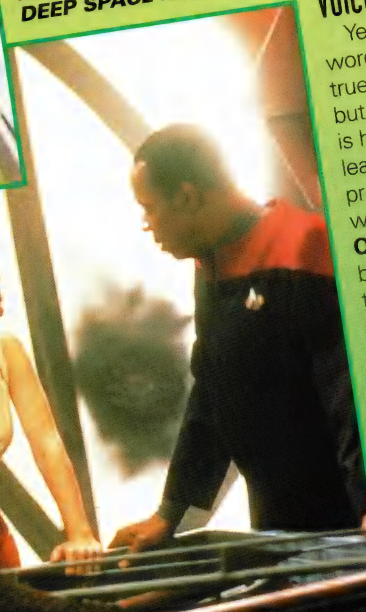
PROFILE ON THE EMISSARY

SECULAR BELIEFS: In 2369, Commander Benjamin Sisko is posted to *Deep Space Nine*, with his young son Jake. The Starfleet officer holds rather secular beliefs at this point in time.

RELIGIOUS STATUS: Following his discovery of the Bajoran wormhole, Sisko is named Emissary of the Prophets by the Bajoran people.

POLITICAL CONFLICTS: In 2370, Sisko goes against orders from Starfleet Command and becomes involved with Bajor's internal affairs, in order to prevent a coup against the provisional government.

★ **Parental concern**
Sisko regrets that Jake will miss Earth, but promises his young son that he can take his holosuite programs to *DEEP SPACE NINE*.



▲ Commander Sisko little suspects just how much his life will change after he is posted to the Bajor sector. He eventually comes to see Bajor as his second home.

comments made by Bajor's religious leader, Kai Opaka, who announces that Sisko's arrival has been engineered by forces far greater than Starfleet.

Voice of prophecy

Years later, Opaka's words are proven to be true in a very real sense, but at this present time it is her cryptic counsel that leads Sisko to discover a previously hidden stable wormhole into the **Gamma Quadrant**. The Bajorans believe this phenomena is the **Celestial Temple**, an ethereal realm where non-corporeal beings called the **Prophets** exist. Sisko's initial encounter with these life forms reveals their existence in a non-linear

zone of spacetime, and although unknown to him at the time, begins a journey that bonds him with Bajor for life.

For his part in discovering the Celestial Temple, the Bajoran people confer on Sisko the title of **Emissary of the Prophets**. This occurs in keeping with prophetic statements in ancient Bajoran religious texts, that an off-worlder would find the Temple and become the commander of the Prophets' vision. Sisko, however, is alarmed and distrustful of the ramifications of this title; at this early stage of his tour of duty on *Deep Space Nine*, he is uncomfortable with the idea of becoming an overnight religious icon and is unsure of his

★ **Hostile reception**
Sisko is not the only one who has doubts about his posting. Major Kira Nerys resents Starfleet's presence.



Benjamin Sisko and Bajor: Part 2

Benjamin Sisko finally accepts his role as Bajor's Emissary and in doing so goes on to fulfill an amazing destiny, before taking his place in the Celestial Temple.

By the beginning of the year 2372, Captain Benjamin Sisko's attitude toward his role as the **Bajoran Emissary of the Prophets** has moved beyond his unwilling acceptance of this important religious post to something approaching a state of grace. Sisko begins to understand and accept that the Bajorans' deep beliefs mean that they need the Emissary to be a strong figure in their lives, a living representation of the Prophets who dwell within the **Celestial Temple**. At the same time, the captain must still continue to function as a **Federation** citizen and a **Starfleet** officer, governing space station **Deep Space Nine** and defending the Bajor system from any external threats.

Sisko's dealing with Bajor

goes beyond his role as the Emissary, however. In earlier years, he occasionally takes time to read and research the history and culture of the planet and its people, perhaps partially to better understand his Bajorans colleagues, such as **Major Kira Nerys**, and partially to learn more about the world that has named him as the messenger of their gods. Sisko becomes something of an amateur student of Bajor, learning about the myriad of religious texts that form the basis of their church, and the records of their ancient culture.

Bajoran pioneers

In 2371, Sisko embarks on an ambitious private project with his son **Jake**, constructing a **Bajoran solar sailing ship** from designs and schematics left behind by the earliest Bajoran spacefarers. Indeed,

PROFILE ON THE EMISSARY

AMATEUR HISTORIAN: Captain Benjamin Sisko studies the history and culture of Bajor in order to better understand the Bajorans he works alongside as both **Starfleet** officer and Emissary.

PROPHET: In 2373, Sisko truly begins to believe in his role as Emissary of the Prophets when he experiences a series of prophetic visions.

DESTINY: In 2375, Sisko learns that his actual birth was engineered by the Prophets, so that he might fulfill a special destiny and ascend to the Celestial Temple.

it is Sisko's determination to complete a manned flight in his **solar sailing ship** that proves a theory long held by Bajoran scholars – that their ancestors piloted craft on solar winds across the sector to **Cardassian** space.

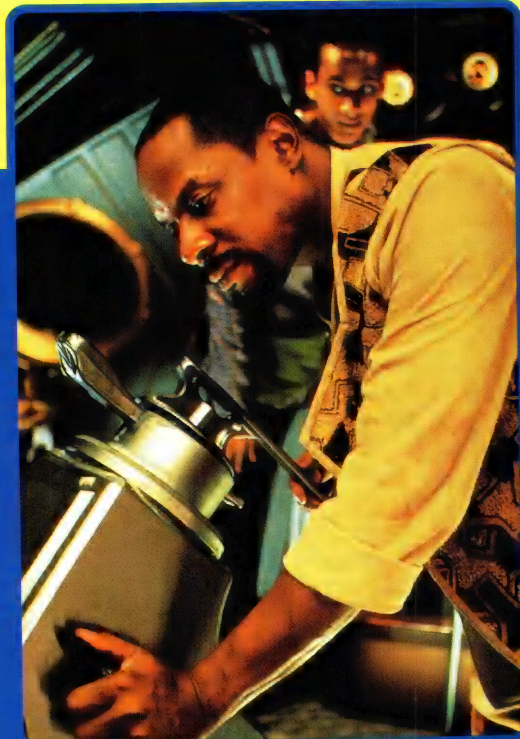
★ False Emissary

In 2372, the 22nd-century Bajoran poet **Akorem Laan** emerges from the wormhole. **Akorem** claims to be the Emissary, as he found the **Celestial Temple** first.

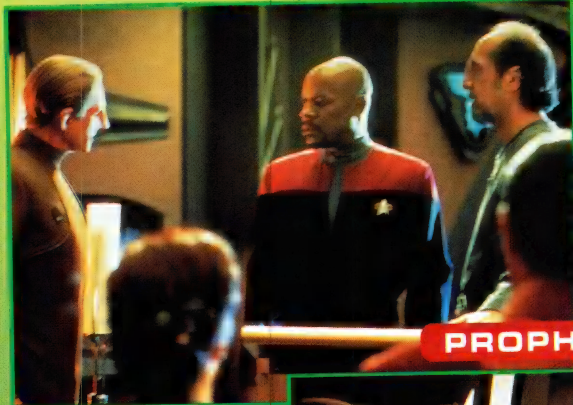
Later events, chronicled in other Bajoran texts, mount a serious challenge to Sisko's continuing place as the revered Emissary. At a moment when he still finds it difficult to accept his religious duties, Sisko's role is superseded by **Akorem Laan**, a poet lost two centuries ago in the **Bajoran wormhole**. **Akorem** takes up the position of Emissary, but after contacting the Prophets Sisko discovers that the poet's appearance is a means by which the

wormhole aliens can reaffirm the captain's commitment to the huge task before him. It may be argued that this event is a turning point for Sisko; after **Akorem** is returned to his point of origin in the past, the disquiet that has dogged the captain for the last four years at last begins to slip away. Sisko throws himself into his studies of Bajoran texts, even at the risk of angering his superiors at **Starfleet Command** with his conclusions.

In 2373, an incident takes place that forever changes Sisko's perception of the part he has to play in Bajor's future, as well as causing a substantial degree of friction with the **Federation Council**. Sisko views an image of a lost city from Bajor's past, **B'hala**, and undertakes a quest to find it, while at the same time **Deep Space Nine** prepares



In 2371, Benjamin Sisko constructs a **BAJORAN SOLAR SAILING SHIP** with his son **Jake**. This feat is a sign of Sisko's growing interest in Bajoran culture.



PROPHETIC VISIONS



★ Old guide

Kai Opaka appears to Sisko in an **Orb shadow** experience. She tells him he is the true Emissary.



★ Peril

In 2373, Sisko's life is put at risk by a series of dangerous prophetic visions called the **pagh'tem'far**. The **Starfleet** officer chooses to continue receiving the prophecies despite the risk to his life.

Benjamin Sisko and Bajor: Part 2



★ Excavation site

Bajor's religious figures seek the Emissary's advice on such matters as the discovery of an ancient tablet at B'hala.



★ Home from home

By 2375, Sisko considers Bajor to be his home. He decides to build a house on the planet for himself and his wife Kasidy.

to host the historic signing of Bajor's membership into the United Federation of Planets. Sisko suffers a series of powerful, increasingly harmful visions of B'hala that lead him to locate the long-buried city, and then to declare that Bajor should not join the Federation. The frequency of Sisko's contact with the wormhole aliens grows as the months pass, and the visions that the Prophets send to him spell out more and more of his destiny.

As the year draws to a close, the fates of both Captain Benjamin Sisko and Bajor are inextricably intertwined. A **Pah-wraith**, one of the evil energy beings cast out of the wormhole by the Prophets, invades *Deep Space Nine* and possesses Jake Sisko, forcing him to act out the **Reckoning**.

Later that year, the Prophets promise a terrible fate for the elder Sisko when he ignores a warning from them; shortly after, his trusted friend **Jadzia Dax** is murdered by a Pah-wraith possessed **Gul Dukat**. Sisko returns to *Deep Space Nine* from battle to find Dax dead, the Orbs silent, and the wormhole sealed.

Short sabbatical

As 2375 begins, the stage is set for the final stage of Sisko's odyssey as the Emissary. After returning to Earth, the captain has a vision of his mother, **Sarah**, that leads him to discover a shattering truth – Sisko's birth was pre-ordained by the Prophets so that he could fulfill an important destiny. A Prophet takes on the form of

Sarah and warns Sisko on the eve of his wedding that his future holds only pain and suffering. Despite this dire portent, Sisko marries his love **Kasidy Yates**, who later announces that she is pregnant with his child.

Good against evil

In the aftermath of the war with the **Dominion**, Sisko returns to *Deep Space Nine* in the hope of making a home for himself on Bajor, his duty to preserve the planet apparently complete now that the threat of invasion has ended. In fact, the Prophets' mission for Sisko is far from over. The Emissary finds himself forced to fight his old nemesis Dukat, who, in league with the foolhardy **Kai Winn**, has released the power of



★ Innocent victim

In 2374, Jake is caught up in the conflict between the Prophets and Pah-wraiths.

the Pah-wraiths in a bid to destroy the Celestial Temple and all who dwell within. Sisko's destiny unfolds in a single, selfless act; he hurls himself and Dukat into the **Bajoran Fire Caves** in order to stop the Pah-wraiths once and for all. Even here, Sisko's connection to Bajor still lives on – somehow, his existence continues in the realm of the Prophets, non-corporeal, unseen, and yet still bonded to Bajor for all eternity.

"Bajor needs a miracle."

— Sisko to the Prophets

TERRIBLE SACRIFICE



Evil visions

After Jadzia's funeral, Ben Sisko returns to Earth and has a vision that leads him to find out the truth about his mother. Later, he is attacked by a Pah-wraith follower who wants to stop him from finding the Orb of the Emissary. Sisko survives the attack, and the Prophets guide him to the planet Tyree, where he tracks down the Orb. Sisko questions his sanity when he is plagued by further visions; these

may come from the Pah-wraiths, in a bid to halt Sisko's quest. He nevertheless opens the Orb, and the wormhole is reopened. This is not the end of Sisko's trials, however, as he still has to defeat Dukat, the Emissary of the Pah-wraiths.

◀ Artifact

Dukat locates an ancient Bajoran artifact and breaks it, releasing the Pah-wraith within.



▲ Tragic loss

Sisko and his friend Jadzia Dax first encounter the Pah-wraiths in 2373.

▶ Fighting doubts

Despite a vision which causes Sisko to question his reality, he still opens the Orb of the Emissary.



Federation Logos

The various military and civilian departments of the **United Federation of Planets** are represented by their own stylized symbols, each of which clearly denotes the nature of the individual organization.

UNITED FEDERATION OF PLANETS

In the 2250's, the unified nations of Earth are represented by the United Earth emblem. The insignia features a stylized globe, framed by laurel wreaths. It is used on crew uniforms of this period.



After the formation of the United Federation of Planets, an emblem similar to the United Earth logo is adopted. The laurel wreaths remain, while the globe is replaced by a sphere of stars.



The Great Seal of the United Federation of Planets follows the previous pattern. Member worlds are denoted by the sphere and laurel wreaths. Laurels symbolized victory and honor in Earth's ancient past.



STARFLEET COMMAND

Starfleet Command forms the defensive and exploratory arm of the Federation. This vast organization oversees starships and starbases throughout the Galaxy. Its headquarters are located on Earth.



Two insignias are used to represent Starfleet Command. The simpler version is a golden flower emblem, with 10 symmetrical petals, on a red background. This is worn on uniforms in the 23rd century.



The second insignia features Starfleet's typical delta symbol against a starry background. The delta is also worn on the breast of Starfleet crews.

STARFLEET ACADEMY

Starfleet hopefuls are trained at an academy in San Francisco on Earth. The triangular logo for this institution features a silhouette of the Golden Gate Bridge.



The emblem worn by Starfleet cadets during the 23rd century features a 10-petalled, silver flower against a gray background.

All Starfleet cadets aspire to be a member of Red Squad. This squadron receives special training and is even assigned to secret missions. Red Squad's dynamic logo features the delta signal stylized like an arrow head, shooting through a red, black-rimmed disc.



Federation Logos

SPORTS TEAMS



In 2375, Captain Benjamin Sisko organizes a baseball team, choosing players from among DEEP SPACE NINE's personnel. The Niners' emblem features a silhouette of the space station against a baseball.

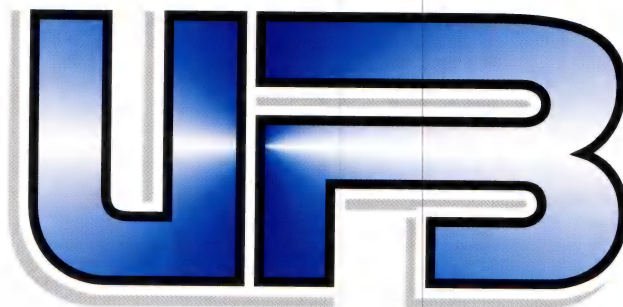


A more traditional baseball emblem is used by the Pike City Pioneers of Cestus III in mid-2371. The symbol features a wild west-style wagon carriage bolting around a baseball, and the first initial of the team.

CIVILIAN NEWS AGENCY



This news service logo places the organization's initials against the backdrop of a starry, comet-like design.



A more formal trademark is used for this media network: block capitals form the metallic-blue logo.



The planetary news network of Earth uses a relatively basic trademark. The initials of the organization are spelled out in a sphere that reflects a planet's atmosphere, and sit just below a night sky and a shooting star.



The official media agency of the United Federation of Planets uses the powerful symbol of an eagle in profile, against a backdrop of stars.



'Eye of the Beholder'

Following the shocking suicide of a crew member on the *U.S.S. Enterprise NCC-1701-D*, an investigation uncovers the dark history of the starship's construction. A murder motivated by a lover's jealousy eight years ago appears to have left a terrible psychic echo on board the ship.

CAPTAIN'S LOG
STARDATE: 47623.2

"We have arrived at Starbase 238 on schedule. After taking aboard medical supplies, we will depart for Barson II."

The crew of the *U.S.S. Enterprise NCC-1701-D* are shocked by the suicide of **Lt. Kwan**. **Lt. Commander Worf** and **Counselor Deanna Troi** head an investigation. Troi suggests that because Kwan was partially empathic, his suicide may have left a psychic imprint. Worf volunteers to accompany the **Betazoid** to the site of Kwan's death; the counselor is soon overwhelmed by images of a woman, her lover, and of a menacing man.

Troi discusses the events with **Captain Jean-Luc Picard**, and suggests that a murder took place during the construction of the *Enterprise* eight years ago. Troi thinks she might have seen the events through Kwan's eyes, as he participated in the ship's construction. Searching the personnel files of the construction staff, the counselor recognizes the profile of the menacing man as **Lt. Walter Pierce**. When Pierce is questioned, however, Troi senses that he is also partially empathic and that he is hiding something.

Later, Troi and Worf return to her quarters, where they consummate their long-held feelings for one another.

Jealous rage

Troi continues her investigation in the ship's nacelle control room and finds the skeleton of a human female. The **Betazoid** also concludes that she must, in fact, have seen the images through Pierce's eyes, as Kwan was only assigned to the *Enterprise* six months after the woman's death.

When the counselor returns to Worf's quarters, however, she finds the **Klingon** with another woman. In a jealous rage, Troi kills Worf with a **phaser**, and then goes to the nacelle control to end her own life. Before she can jump into the plasma stream, Worf's hand pulls her back. A disorientated Troi realizes that, in a matter of seconds, she has somehow lost touch with reality. She also learns that the partially telepathic Pierce caught his girlfriend having an affair, killed the lovers, and then took his own life. These events left an empathic echo, which triggered Troi's hallucination. Unluckily for Kwan, he had no one to pull him back.

ON SCREEN...



1 Lt. Kwan commits suicide by throwing himself into the *U.S.S. ENTERPRISE*'s plasma stream. Lt. Worf and Counselor Deanna Troi launch an immediate investigation into the tragedy, so that they can offer Kwan's family an explanation for his death.



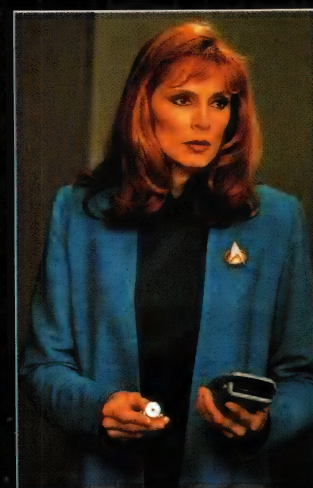
2 Troi decides to look around Kwan's workstation and climbs the ladder toward the maintenance door. The **Betazoid** is suddenly overcome with panic and dread.



3 Lt. Walter Pierce worked on the construction of the *ENTERPRISE* eight years ago. Deanna sees his face when she experiences an empathic echo.



4 Worf and Troi have long held an unspoken attraction to one another. They consummate these feelings while investigating Kwan's death.



5 Counselor Deanna Troi and Chief Engineer Geordi La Forge find the grisly remains of a skeleton buried in an engineering bulkhead. Dr. Beverly Crusher identifies the bones as those of a human female. The body has been hidden on board since the ship was constructed.



6 Troi rushes to Worf's quarters and is horrified to find the **Klingon** in a passionate embrace with Ensign Callaway, who was in fact Kwan's girlfriend. A distraught Troi then re-enacts the murder that occurred on board eight years ago.

STARSHIP FACTS

Worf makes a clumsy attempt to ask Riker's permission to date Troi.





'Genesis'

During a routine tactical systems and weapon upgrade procedure, the *U.S.S. Enterprise NCC-1701-D* crew are struck down by a strange virus. The Starfleet personnel rapidly devolve into various forms of primitive life.

CAPTAIN'S LOG

STARDATE: 47653.2

"We are performing field tests of our new tactical systems and weapon upgrades. Mr. Worf is supervising the exercises."

The usually hypochondriac **Lt. Reginald Barclay** visits **Dr. Beverly Crusher** in Sickbay, genuinely ill with **Urodelean flu**. The doctor treats Barclay with a **synthetic T-cell**, and then attends to the *U.S.S. Enterprise NCC-1701-D*'s smallest patient, **Lt. Commander Data's** pet cat **Spot**, who is pregnant with kittens. **Nurse Alyssa Ogawa** informs Dr. Crusher that she will soon become a mother herself.

Lt. Worf initiates tests on the ship's weapon upgrades, but one of the **photon torpedoes** strays off course. A restless **Captain Jean-Luc Picard** decides to use the lull in activity to practice his shuttlecraft piloting skills. Data accompanies the captain to retrieve the wayward torpedo.

Following Picard and Data's departure, the crew begins to exhibit strange symptoms. **Commander William Riker**, for example, starts losing the ability to concentrate, while Barclay becomes increasingly hyperactive. Riker attempts to contact **Starfleet Command**, but is unable to concentrate enough to activate a secure channel.

Devolution

Three days later, Picard and Data return to the *Enterprise* after retrieving the torpedo and discover the ship adrift with all systems in standby or emergency mode. They are shocked to find that the entire crew has devolved into various lower life forms.

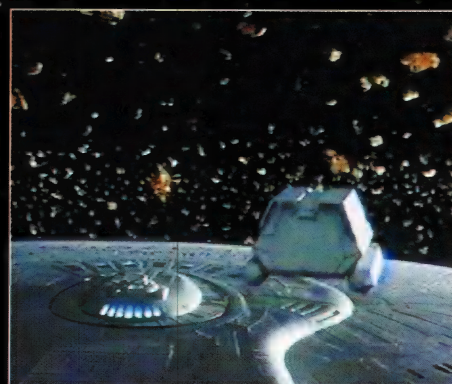
Data discovers that a synthetic T-cell has activated the crew's dormant introns. Returning to his quarters, Data finds that Spot's kittens are normal, even though Spot has transformed into an iguana. Realizing that something in the cat's amniotic fluid protected the kittens from the virus, Data finds Nurse Ogawa and uses her amniotic fluid as a template to develop a retrovirus that neutralizes the synthetic T-cell.

Data releases the retrovirus into the ship's atmosphere and the crew returns to normal. Dr. Crusher determines that the virus was spawned when she created the synthetic T-cell to fight Barclay's Urodelean flu, and appropriately names the intron virus **Barclay's Protomorphosis Syndrome**.

ON SCREEN...



1 Dr. Crusher is happy to learn that there are two expectant mothers on board the *U.S.S. ENTERPRISE*: Nurse Alyssa Ogawa is pregnant, while Data's pet cat Spot is expecting kittens.



2 A photon torpedo goes off course during routine weapon upgrades. A bored Captain Picard and Data depart the ship in a shuttlecraft to retrieve the stray torpedo.



3 Soon after, crew members begin to exhibit strange symptoms. Worf becomes increasingly irritable and retreats to his quarters. Here, the Klingon constructs a nest out of his bedding materials.



4 The *ENTERPRISE* crew make a failed attempt to investigate the cause of their strange behavioral changes. Unfortunately, the personnel begin to devolve into lower life forms.



5 Picard and Data return to the ship and find a reptilian skin that has been cast off. They are shocked to learn that Deanna Troi has devolved into an amphibian.



6 The clue to the cure for the intron virus lies in Spot's kittens. They are not affected by the virus, thanks to the protection of their mother's amniotic fluid.

STARSHIP FACTS

Under the influence of the intron virus, Riker makes a pass at the new tactical officer, Rebecca White.



'Image in the Sand'

Captain Benjamin Sisko departs *Deep Space Nine* for Earth, blaming himself for the disappearance of the Prophets, the darkening of the Bajoran Orbs, and the death of Jadzia Dax. The Emissary's work is not finished, however, as he receives a vision about his mother.

'IMAGE IN THE SAND'

"I had a vision from the Prophets. I was on Tyree in the desert, digging in the sand, and I uncovered a face. The face of a woman."

— Captain Sisko

Three months after **Captain Benjamin Sisko** leaves *Deep Space Nine* for Earth, he receives a vision. It depicts him unearthing a woman's face in the sand and he knows he must locate her.

Latterly promoted to colonel, **Kira Nerys** is far from overjoyed at having to accommodate a **Romulan** senator and her staff on *Deep Space Nine*. The alliance's invasion of **Cardassian** space has not run smoothly, with troops unable to move beyond the **Chin'toka system**.

On Earth, the woman in Sisko's vision is identified in a photo alongside his father. **Joseph Sisko** reluctantly divulges that her name was **Sarah** and, contrary to Ben's lifelong belief, she was his natural mother. For reasons Joseph cannot fathom Sarah left after Benjamin was born, and died a month before his father was able to track her down.

Kira is pleasantly surprised by **Senator Kimara Cretak**, who seemingly belies the Romulan reputation for arrogant insularity. She is open to new experiences, and caring enough to ask permission to institute a hospital for injured Romulans on an unoccupied **Bajoran** moon.

Past mystery

Sisko is given a locket of his mother's that bears an ancient Bajoran inscription, which talks of the **Orb of the Emissary**. It is a previously unknown Orb, but Sisko is convinced its location will begin his rehabilitation. Late that night, however, he is stabbed by a Bajoran follower of the **Pah-wraiths**, to ensure that he will never find the Orb of the Emissary. Fortunately, Sisko survives.

Kira is furious to learn that **plasma torpedoes** have been installed at the Romulan hospital. She feels betrayed after having interceded to permit the hospital, and demands their immediate withdrawal.

On leaving for Tyree, the planet of his vision, Sisko learns that his father and son **Jake** intend to accompany him. He is further shocked by the arrival of a young **Starfleet** ensign who now carries the **Dax** symbiont.

ON SCREEN...



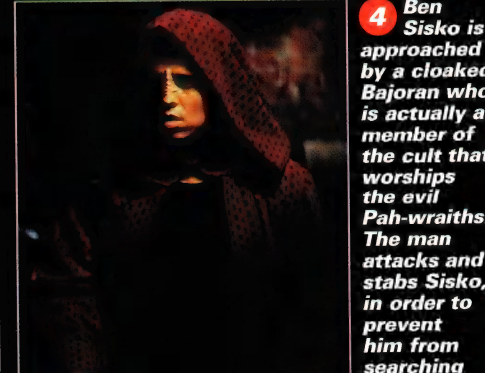
1 Sisko has a strange vision during his sabbatical on Earth. He is on the planet Tyree, where he is compelled to uncover a woman's face buried in the sand.



2 Colonel Kira Nerys is not best pleased to be informed by Admiral Ross that DEEP SPACE NINE will soon be hosting a Romulan senator and her staff.



3 Joseph Sisko is reluctant to offer Ben information about his natural mother, who abandoned him after he was born, but he finally gives his son her locket.



4 Ben Sisko is approached by a cloaked Bajoran who is actually a member of the cult that worships the evil Pah-wraiths. The man attacks and stabs Sisko, in order to prevent him from searching for the Orb of the Emissary on Tyree.



5 After recovering from his injuries, Sisko is determined to leave for Tyree. He discovers that both his father and son Jake intend to accompany him on his quest.



6 When Joseph closes up his restaurant he is surprised to hear someone knocking on the doors. He draws back the curtains to reveal a young Starfleet ensign.

STARSHIP FACTS

Worf becomes increasingly frustrated that his late wife's spirit will not enter **Sto-Vo-Kor** because she did not die in battle. General Martok offers Worf the opportunity to accompany him on a mission in Jadzia's name.





'Shadows and Symbols'

Benjamin Sisko follows his vision to Tyree, accompanied by his father Joseph Sisko, son Jake Sisko, and the new host to the Dax symbiont, Ezri. Meanwhile, both Colonel Kira Nerys and Commander Worf find that they have their own battles to fight.

'SHADOWS AND SYMBOLS'

"I lay down on that operating table one person and woke up a completely different person."

— Ensign Ezri Dax

Benjamin Sisko is astounded at the return of the Dax symbiont within Ezri. Years of preparation usually precede a bonding, but Ezri was the sole Trill available when Dax's condition deteriorated during transportation. She shares the previous hosts' memories, and feelings of confusion caused her to seek out Sisko. He agrees to help her, and she joins his mission to Tyree. Meanwhile, Colonel Kira Nerys enforces a blockade to prevent the arrival of further Romulan components on the Bajoran moon Derna, at the possible cost of jeopardizing the Romulan alliance with the Federation.

Having reached Tyree, Sisko unearths the Orb of the Emissary. Before he can open it, though, he again becomes frustrated writer Benny Russell. Now incarcerated in a medical center, Benny writes his tales of *Deep Space Nine* on the walls, while a therapist advises that his continuing obsession with this fiction endangers his sanity. Benny is told he can leave if he erases his stories, and simultaneously Sisko begins frantically burying the Orb.

Standing firm

Romulan Senator Cretak is confident that Kira's blockade is a bluff, while the colonel's belief that Cretak will not endanger the Federation alliance by attacking Bajoran ships holds firm against the arrival of eight Romulan Warbirds.

Benny Russell refuses to whitewash his story. Sisko opens the Orb, freeing the Prophets, who in turn reactivate the wormhole, ejecting the Pah-wraith from within. The restored wormhole increases Kira's resolve, while Admiral Ross gives Cretak an ultimatum and she agrees to remove her weapons from Bajoran space.

Sisko learns that his birth was instigated by a Prophet inhabiting his biological mother Sarah's body, his precise make-up essential to the Prophets' survival. Sarah abandoned the forced union on reclaiming her body.

Sisko returns to *Deep Space Nine* and is welcomed back as the Emissary.

ON SCREEN...



1 Ensign Ezri Dax explains that she was the only Trill officer available on the starship transporting the Dax symbiont back to its homeworld.



2 Colonel Kira is annoyed that the Federation refuses to move beyond diplomatic protest over weapons deceitfully placed on a Bajoran moon.



3 Chief O'Brien, Dr. Julian Bashir, and even the Ferengi barkeep Quark join Worf on his mission to ensure that Jadzia's spirit passes into Sto-Vo-Kor. The group plan to destroy the Dominion's shipyards.



4 After a long walk across the desert of Tyree, Sisko starts to dig at the spot where Ezri has randomly thrown his baseball.



5 Worf is successful in his mission aboard General Martok's ship. The crew cause a solar eruption that decimates the shipyards near Monac IV.



6 Benjamin and Jake Sisko return to DEEP SPACE NINE. The Emissary feels he has redressed his error in abandoning Bajor, and is warmly welcomed back.

STARSHIP FACTS

A Sisko learns from the Prophets that Benny Russell's experiences were false visions instigated by a Pah-wraith.



T continued

temporal mechanics

This topic describes linear time, and the consequences of time travel. Temporal mechanics is known for its irreconcilable elements, such as the assumption that an effect can precede its own cause. (*Starship Log: 'Visionary' [DS9]; 'Parallax' [VOY]*) **SEE FILES 70, 71**

temporal narcosis

This confused mental state is created by temporal distortions. In its early stages, temporal narcosis can be mistaken for space sickness. (*Starship Log: 'Timescape' [TNG]; 'Relativity' [VOY]*) **SEE FILES 43, 60, 71**

temporal paradoxes

This term is given to contradictory or illogical events involved in time travel. In 2375, **Harry Kim** received a message from another Harry Kim who existed in 2390, despite the fact that the future self had eliminated his own timeline. (*Starship Log: 'Timeless' [VOY]*) **SEE FILES 43, 71**

Temporal Prime Directive

SEE **Starfleet temporal displacement policy**

temporal psychosis

This physical condition is marked by neural damage and permanent sensory aphasia caused by excessive temporal transporting. Anyone taking more than three time jumps risks being afflicted by temporal psychosis. (*Starship Log: 'Relativity' [VOY]*) **SEE FILES 43, 71**

temporal reversion

Exposure to an **anti-time event horizon** can cause cellular degeneration. Reverse-time makes cells become younger, but this condition is not stable. Further exposure leads to death. (*Starship Log: 'All Good Things ...' [TNG]*) **SEE FILE 69**

temporal rift

This rip in spacetime can be generated mechanically. In 2344, a **photon torpedo** explosion accidentally produced a temporal rift which transported the **U.S.S. Enterprise NCC-1701-C** forward in time to the year 2366. By the 29th century, rifts were created routinely. Vessels flying into temporal rifts experience temporal displacement. (*Starship Log: 'Yesterday's Enterprise' [TNG]; 'Future's End', Part I [VOY]*) **SEE FILES 24, 69, 71**



▲ In 2344, the temporal displacement of the U.S.S. ENTERPRISE NCC-1701-C, into the year 2366, initiated a long and terrible war between the Federation and the Klingons.



▲ In an alternate timeline, Benjamin Sisko died on the U.S.S. DEFIANT. Jake Sisko spent the rest of his life tracing his father's temporal signature.

temporal signature

This term is given to an indicator of the time period from which an object comes. **Benjamin Sisko's** temporal signature was altered in an accident aboard the **U.S.S. Defiant NX-74205** in 2372. An adult **Jake Sisko** discovered how to realign his father's signature, and was successful in restoring the timeline. (*Starship Log: 'The Visitor' [DS9]*) **SEE FILES 43, 44, 70**

temporal sync

Chroniton poisoning and a **bio-temporal chamber** were responsible for knocking **Kes** out of temporal sync in 2373. This resulted in her beginning to jump backward through periods in time before her condition was repaired. After this experience Kes warned **Captain Kathryn Janeway** about the **Krenim**. (*Starship Log: 'Before and After' [VOY]*) **SEE FILES 43, 71**

temporal transmitter

This **Borg** device is able to broadcast across space and time. Such a device was salvaged from the wreckage of a **Borg cube**, and stolen by **Harry Kim** and **Chakotay** in an alternate timeline, in order to save the **U.S.S. Voyager NCC-74656** from crashing in 2375. (*Starship Log: 'Timeless' [VOY]*) **SEE FILE 71**

temporal vortex

This hole in spacetime was formed by a **Borg sphere** in 2373, and was generated by **chronometric particles**. The **Borg's** temporal vortex was controlled enough to allow them to travel to the year 2063, in an attempt to alter Earth's past. (*Starship Log: 'Star Trek: First Contact'*) **SEE FILES 38, 79**

temporal weapon

SEE **Krenim Temporal Weapon Ship**

Temtibi Lagoon

This name was given to a tranquil body of water on the pleasure planet **Risa**. **Curzon Dax's** lover, **Arandis**, was promoted to Temtibi Lagoon's chief facilitator. **Worf** declined Arandis's offer of a guided tour of the lagoon. (*Starship Log: 'Let He Who is Without Sin ...' [DS9]*) **SEE FILES 4, 70**

Ten Tribes

The high teer of planet **Capella IV** ruled the Ten Tribes. His decisions affected the way in which the planet's inhabitants lived. (*Starship Log: 'Friday's Child' [TOS]*) **SEE FILES 18, 58, 68**

temporal mechanics
temporal narcosis
temporal paradoxes
Temporal Prime Directive
temporal psychosis
temporal reversion
temporal rift
temporal signature
temporal sync
temporal transmitter
temporal vortex
temporal weapon
Temtibi Lagoon
Ten Tribes

Ten-Forward
Tenaran ice cliffs
Tenarus cluster
Tendara Colony
Tenth Fleet
Teplan system
Tepo
terakine
terawatt power particle beam rifle
Terellian
Terikof Belt
terikon particle delay
Terix
Terkim



▲ The U.S.S. ENTERPRISE NCC-1701-E followed a BORG SPHERE back to 2063 through a temporal vortex.



▲ Curzon Dax's former lover Arandis became chief facilitator of the Temtibi Lagoon on Risa.





Ten-Forward

This meeting place on the **U.S.S. Enterprise NCC-1701-D** was so called due to its position at the forward most point on Deck 10 of the starship. Ten-Forward served a wide variety of food and drinks, in addition to providing a panoramic view of space. The Ten-Forward bar was tended by the **El-Aurian, Guinan**. (*Starship Log: 'The Child'* [TNG]; *Star Trek: Generations*) **SEE FILES 25, 53, 69, 78**



◀ A general meeting place for the crew and their families was provided in Ten-Forward. The bar staff served non-alcoholic synthelol and a variety of food.

Tenaran ice cliffs

Jadzia Dax wanted to take her friends on a tour of this site in 2371. The Tenaran ice cliffs were regarded as one of the geological wonders of the **Trill** homeworld. (*Starship Log: 'Equilibrium'* [DS9]) **SEE FILE 70**

Tenarus cluster

This star system was located in the **Delta Quadrant**. The most direct route to the **Gema system** for the **U.S.S. Voyager NCC-74656** was through the Tenarus cluster – a zone that was heavily patrolled by **Kazon-Nistrim** ships. (*Starship Log: 'Basics', Part I* [VOY]) **SEE FILE 71**



Tendara Colony

Annika Hansen was born at this **Federation** outpost. She and her parents were later assimilated by the **Borg** in the **Delta Quadrant**, and Annika grew up in the collective, becoming known as **Seven of Nine**. (*Starship Log: 'The Gift'* [VOY]) **SEE FILES 43, 71**

◀ The **U.S.S. VOYAGER's** crew member **Seven of Nine** was born on Tendara Colony. Her parents left the outpost to study the **Borg**.

Tenth Fleet

A **Federation** protection force for **Betazed**. In 2374, a **Dominion** strike group launched from the **Kalandra Sector**, capturing Betazed and its colonies, while the Tenth Fleet was occupied in training procedures elsewhere. (*Starship Log: 'In the Pale Moonlight'* [DS9]) **SEE FILES 18, 70**

Teplan system

This **Gamma Quadrant** star system contains at least one populated, **Class-M** planet. Two centuries before **Dr. Julian Bashir** and **Jadzia Dax** visited this world, its humanoid inhabitants had a spacefaring civilization that resisted the **Dominion**. The **Founders** retaliated by disabling their technology and introducing a terrible plague, which became known as the **Teplan blight**. This disease drastically reduced the population's lifespans. **Dr. Bashir** developed an effective prenatal inoculation against this disease. (*Starship Log: 'The Quickening'* [DS9]) **SEE FILES 16, 18, 70**

Tepo

The third ranking boss on **Sigma Iotia II** in 2268. Tepo was transported away from his office to a meeting where **Captain James T. Kirk** announced that the **Federation** was taking over. (*Starship Log: 'A Piece of the Action'* [TOS]) **SEE FILE 68**

terakine

William Riker received 10 cc's of this pain medication to ease his suffering after **Worf** broke one of his ribs during **bat'leth** practice. Fortunately, they were only using sticks. (*Starship Log: 'The Pegasus'* [TNG]) **SEE FILES 11, 43, 69**

terawatt power particle beam rifle

A **Delta Quadrant** weapon vended by **Kovin**, an **Entharan** arms merchant. In 2374, **Kovin** advertised such merchandise to the personnel of the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Retrospect'* [VOY]) **SEE FILES 18, 29, 58, 60, 71**

Terellian

A humanoid species known for trading in spices and high-quality diamonds, and for being endowed with four arms. A **Terellian freighter** that crashed not far from the **Iyaaran** homeworld provided shelter to a human woman, whose diary became the Iyaarans' first form of contact with humans. In 2370, **Reg Barclay** thought he had **Terellian Death Syndrome**. (*Starship Log: 'Liaisons'* [TNG]; 'Till Death Do Us Part' [DS9]; 'Gravity' [VOY]) **SEE FILES 18, 43, 69, 70, 71**

Terikof Belt

The common name for a expanse of **Class-M** planetoids in the **Badlands**. The Terikof Belt made a convenient safe harbor for fleeing **Maquis** outlaws. (*Starship Log: 'The Caretaker'* [VOY]) **SEE FILES 5, 39, 71**

terikon particle decay

A particle-level reading that provides indisputable evidence of an object's age and area of origin. In 2370, criminal archeologist **Arctus Baran** needed **Galen's** (aka **Captain Jean Luc Picard**) spectral analysis skills to generate reliable terikon particle decay profiles. (*Starship Log: 'Gambit', Parts I and II* [TNG]) **SEE FILES 43, 58, 69**



◀ **Captain Jean-Luc Picard** masqueraded as a smuggler, **Galen**, aboard **Arctus Baran's** ship of mercenaries. **Galen** used terikon particle decay readings to determine the authenticity of stolen artifacts.

Terix

Romulan starship commanded by **Sirol** in 2370. The **Terix** and **U.S.S. Enterprise NCC-1701-D** played a game of cat and mouse across the neutral **Devolin system**. When the **Enterprise** entered **asteroid gamma 001**, the **Terix** entombed it. (*Starship Log: 'The Pegasus'* [TNG]) **SEE FILES 35, 69**

Terkim

Male **El-Aurian, Guinan's** maternal uncle, and designated family misfit. Guinan thought Terkim was unappreciated after she made time to understand him and his humor. The **U.S.S. Enterprise NCC-1701-D** bartender compared the shy and withdrawn **Lt. Reginald Barclay** with Terkim. (*Starship Log: 'Hollow Pursuits'* [TNG]) **SEE FILES 43, 53, 69**



T continued

Terlina III

A mostly uninhabited planet in the **Terlina system** where **Dr. Noonien Soong's** wife, **Juliana**, died following their evacuation from **Omicron Theta**. Soong remained on Terlina III for 30 years. (*Starship Log: 'Inheritance'* [TNG]) **SEE FILES 44, 69**

termination implant

A **Vorta** suicide device. Installed in the brain stem, the termination implant provides a Vorta with a convenient way to end their life if they can no longer serve the **Founders**. (*Starship Log: 'Treachery, Faith, and the Great River'* [DS9]) **SEE FILES 16, 58, 70**

terminium

This unique, man made metal was used to fabricate 2285-era **Starfleet photon torpedo** containers. After **Captain Spock's** body was jettisoned into space, it landed on the **Genesis Planet** where starship scanners later detected the terminium. (*Starship Log: Star Trek III: The Search for Spock*) **SEE FILES 43, 60, 74**

terminus

Malcorian anatomy jargon for the foot. Emergency room doctors on **Malcor III** were shocked by **Commander William Riker's** alien

terminus. His facial features were surgically disguised. (*Starship Log: 'First Contact'* [TNG]) **SEE FILE 69**

In 2367, William Riker went undercover to assess the Malcorians' suitability for first contact. His terminus gave away his alien identity.



Terok Nor

A **Cardassian** ore-processing station orbiting **Bajor** from 2346 until its abandonment in 2369, when it became the **Federation's Deep Space Nine**. Briefly in 2374, during a short-lived Cardassian occupation, the station became **Terok Nor** once more. A **mirror universe** **Terok Nor** is run by **Cardassian-Klingon Alliance** forces, and is the site of continuing **Terran** resistance efforts. (*Starship Log: 'Emissary'* [DS9]) **SEE FILES 10, 18, 27, 42, 70**

Teros, Nathaniel

See **neuromuscular adaptation theory**

Terosa Prime

A planet visited by **Nidell Seyetik** and her husband, **Professor Gideon Seyetik**. In 2367, Nidell's ongoing marital unhappiness manifested on Terosa Prime, and resulted in a near fatal psychoprojective telepathic episode. (*Starship Log: 'Second Sight'* [DS9]) **SEE FILES 58, 70**



Captain Spock's body was jettisoned into space in a photon torpedo in 2285. The funeral casket was composed of terminium metal.

terraforming

This process alters the ecology and terrain of an entire planet, usually over the course of many decades, to make the ecosystem suitable to sustain humanoid life. **Terraform Command** is the **Federation's** supervisory agency for terraforming projects. Respected terraforming scientists include **Professor Gideon Seyetik**, **Kurt Mandl**, and **Dr. Carol Marcus**. (*Starship Log: 'Home Soil'* [TNG]; *'Second Sight'* [DS9]) **SEE FILES 7, 69, 70**

Terrans

People from the planet Earth. The root word terra is Latin for land. **Tom Paris** briefed **Kathryn Janeway**, before she became **Queen Arachnia**, that Terrans are called 'Earthlings' in **Captain Proton's holoprogram**. In the **mirror universe**, the brutal **Terran Empire** dominated the **Alpha Quadrant**, until a policy shift toward peace left it vulnerable to a **Klingon-Cardassian Alliance**. Terrans in the mirror universe were enslaved, but organized a Terran resistance movement in 2370. (*Starship Log: 'Mirror, Mirror'* [TOS]; *'Crossover'* [DS9]; *'Bride of Chaotica!'* [VOY]) **SEE FILES 18, 68, 70, 71**

Terrasphere 8

A biodome created by **Species 8472** to mimic San Francisco's **Starfleet Command** facilities. Disguised members of Species 8472 practiced posing as Starfleet personnel here. (*Starship Log: 'In The Flesh'* [VOY]) **SEE FILES 18, 19, 71**

Terrell, Captain Clark

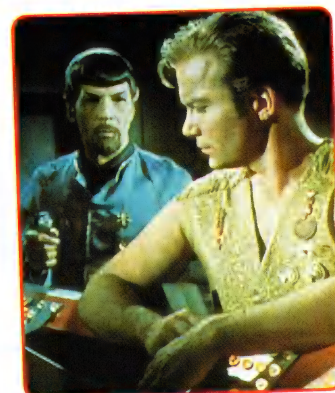
The commander of the **U.S.S. Reliant NCC-1864**. In 2285, Terrell was subjugated by **Khan Noonien Singh's Ceti eels** and helped steal **Project Genesis**. Terrell later killed himself rather than obey orders to execute **James Kirk**. (*Starship Log: Star Trek II: The Wrath of Khan*) **SEE FILES 43, 73**

Terrellians

A warp-capable humanoid civilization. Terrellians play **dom-jot** and wager on the outcome. **Chakotay** used a Terrellian sparring partner in the **U.S.S. Voyager NCC-74656's** boxing **holoprogram** and, in his youth, established communications with a Terrellian seapod. **Seven of Nine** carries dormant Terrellian neural patterns in her brain, indicating some of the species were assimilated by the **Borg**. The **Terrellian plague**, also fatal to humans, **Klingons**, and **Romulans**, is well-feared for its speed and potency. Terrellian pheasant is one of **B'Elanna Torres's** favorite foods. (*Starship Log: 'All Good Things...'* [TNG]; *'Life Support'* [DS9]; *'Message in a Bottle'* [VOY]) **SEE FILES 18, 43, 69, 70, 71**

Terlina III
termination implant
terminium
terminus
Terok Nor
Teros, Nathaniel
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terraforming
Terrans
Terrasphere 8
Terrell, Captain Clark
Terrellians

Tersa Jal
Tertiary Adjunct of
Unimatrix Zero One
tertiary subspace manifold
tesokine
Tessen III
tessipate
Tethys III
tetraburnium alloy
tetralubisol
tetrarch
tetryon particles
Tevak shipyard
Thalassa
Thalian chocolate mousse
thalerite
Thalos System
thanatologist



The primary universe's Captain Kirk persuaded the mirror universe's Spock to see the logic of peace. This initiated the Terran Empire's eventual downfall.



TERRASPHERE 8 contained a perfect replica of Starfleet Command. One of Species 8472 even posed as groundskeeper Boothby.



Tersa, Jal

A **Kazon-Pommar** with some influence within his sect. **Neelix** used his past connections with Tersa to contact the Pommar's **First Maje Minnis** in 2372, to discuss peace talks. Tersa attended the disastrous **Trabe-Kazon** conference. (*Starship Log: 'Alliances'* [VOY]) **SEE FILES 18, 71**

Tertiary Adjunct of Unimatrix Zero One

SEE **Seven of Nine**

tertiary subspace manifold

Portal to the **solanagen**-based domain. On the **U.S.S. Enterprise NCC-1701-D**, **Chief Engineer Geordi La Forge** and **Lt. Commander Data** noted a bulkhead emitting a **subspace** particle and attributed this to a tertiary subspace manifold. (*Starship Log: 'Schisms'* [TNG]) **SEE FILES 25, 69**

tesokine

One of the medicines **Dr. Bashir** prescribed, in high doses, for **Kira Nerys**, while she was acting as surrogate mother for the **O'Briens'** unborn baby. Kira's human fetus needed tesokine to digest **Bajoran** nutritive substances. (*Starship Log: 'Body Parts'* [DS9]) **SEE FILES 47, 70**

Tessen III

An asteroid threatened this uninhabited planet in 2368. The **U.S.S. Enterprise NCC-1701-D** shattered the potentially destructive asteroid, saving Tessen III, and, unfortunately, freeing **nitrium metal parasites** that began consuming the *Enterprise*. (*Starship Log: 'Cost of Living'* [TNG]) **SEE FILE 69**



tessipate

Bajoran unit of area. **Nog** and **Jake Sisko** took seven tessipates of land in exchange for **self-sealing stem bolts**. In a timeline that was ultimately erased, **Gaian** children computed tessipates and **kerripates** in math classes. (*Starship Log: 'Progress'* [DS9]) **SEE FILES 44, 51, 18, 70**

▲ **Jake Sisko and Nog** acquired their seven tessipates of land through their **Noh-Jay Consortium** business dealings.

Tethys III

An inhospitable planet composed mainly of a hydrogen-helium mixture over a frozen helium core. **Data** programmed information regarding Tethys III into a probe examining the **Paxans'** homeworld. The data was later recognized as details on Tethys III by **Geordi La Forge**. (*Starship Log: 'Clues'* [TNG]) **SEE FILES 18, 69**

tetraburnium alloy

Sophisticated amalgam of metals and substances that out-tests titanium for strength, making it ideal for starcraft hull manufacture. Both the **Delta Flyer** and a **Malon shuttle** employed tetraburnium alloy exteriors. (*Starship Log: 'Extreme Risk'* [VOY]) **SEE FILE 71**



tetralubisol

Colorless, odorless, lubricant found in **Starfleet** engineering departments in 2266. **Lt. Kevin Riley** nearly died after drinking milk that **Lenore Karidian** had spiked with tetralubisol. Quick medical intervention saved Riley's life. (*Starship Log: 'The Conscience of the King'* [TOS]) **SEE FILE 43, 44, 68**

◀ **Lenore Karidian** used tetralubisol, a lubricant commonly found on **Federation** starships, to poison **Lt. Kevin Riley**.

tetrarch

Genderless title awarded to the ruling officer of the **Paqu** village on **Bajor**. A tetrarch's duties include treaty negotiations. **Varis Sul**, a teenaged girl, succeeded her father as tetrarch in 2369. (*Starship Log: 'The Storyteller'* [DS9]) **SEE FILES 10, 70**

tetryon particles

These atoms from **subspace** are drawn into normal space where they quickly destabilize. Tetryon particle surges, emissions, and fields can disrupt directed-energy weapons and **transporters**, dampen warp fields, reveal a cloaked ship, point to a subspace rift, and kill Changelings. The **Caretaker's** advanced technology included a scanning beam composed of coherent tetryons. (*Starship Log: 'Schisms'* [TNG]; 'Necessary Evil' [DS9]; 'Caretaker' [VOY]) **SEE FILES 69, 70, 71**

Tevak shipyard

This **Dominion** shipbuilding facility was destroyed by **Odo** and a team of **Cardassians** in 2375. Odo compromised *Tevak's* security system, allowing the Cardassians to plant time-delayed explosive devices in its **dilithium** storage area. (*Starship Log: 'Tacking into the Wind'* [DS9]) **SEE FILE 70**



Thalassa

The consciousness of this female from **Sargon's** planet survived 500,000 years in a receptacle. To prevent harming others with her godlike powers, Thalassa joined her husband, Sargon, in the great void. (*Starship Log: 'Return to Tomorrow'* [TOS]) **SEE FILES 18, 58, 68**

▲ **Thalassa and Sargon** renewed their relationship when they borrowed the corporeal forms of **Dr. Ann Mulhall** and **Captain James Kirk**.

Thalian chocolate mousse

A dessert made from **Thalos VII** cocoa beans, which have aged for 400 years. (*Starship Log: 'The Dauphin'* [TNG]) **SEE FILES 69**

thalmerite

This material can produce a powerful explosion. **Klingon** first officer **Hon'Tihl** blew up his ship using thalmerite in 2369. Thalmerite's properties are known in the **Delta Quadrant**. (*Starship Log: 'Dramatis Personae'* [DS9]; 'Ex Post Facto' [VOY]) **SEE FILES 70, 71**

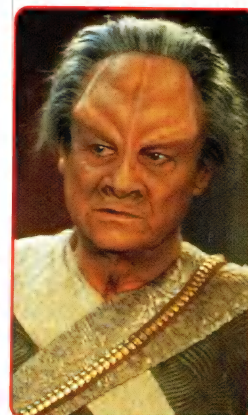
Thalos system

This planetary system in the **Alpha Quadrant** maintained friendly relations with the **Federation**. **Quark's** cousin **Gaila** was arrested on **Thalos VI** for being unable to display a visible means of support. **Thalos VII** is also the birthplace of **Thalian chocolate mousse**. (*Starship Log: 'The Dauphin'* [TNG]; 'The Magnificent Ferengi' [DS9]) **SEE FILES 69, 70**

thanatologist

These **Vhnori** scientists were dedicated to the study of death. The **Thanatological Institute of Vhnori** was located in the planet's capital city. **Dr. Neria**, a thanatologist, was summoned to explain **Harry Kim's** apparent return from the dead in 2371. (*Starship Log: 'Emanations'* [VOY]) **SEE FILES 18, 71**

▶ **Dr. Neria**, a Vhnori thanatologist, was intrigued by **Harry Kim's** appearance from the 'next emanation.' He wished to study the **Starfleet** officer in order to learn about the afterlife.



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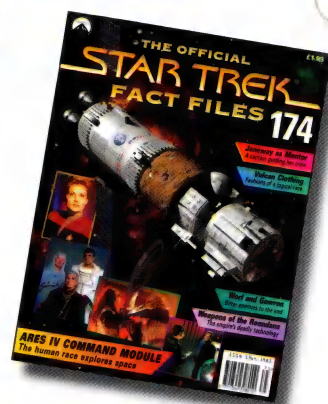
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STAR TREK: DEEP SPACE NINE –
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Design Assistant: Preety Patel
Artists: Rob Garrard, Paul Bates, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis
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THE TELLARITES

The Tellarite race is characterized by high emotion, aggressive arguing, and a refusal to back down. They nevertheless are valued and long-standing members of the Federation.

The **Tellarites** are one of the myriad races that make up the **United Federation of Planets**. As with the other member worlds, they bring their own distinctive qualities and views to the mix, as well as an obstreperous attitude that can sometimes lead to incidents.

The Tellarite homeworld, **Tellar**, is relatively close to Earth. It borders other notable systems, including **Andor**, **Vulcan**, **Betazed**, and **Alpha Centauri**. Like human beings, the Tellarite people vary in height: some are quite small and pudgy, while others are tall and powerfully built. They are a hirsute species; their mops of dark or ginger hair often reach collar length, and many male Tellarites have mustaches and full beards. Their eyes are set back, almost hidden in their heavy features, though the mouth is typical of most humanoids. Perhaps the Tellarites' most distinctive feature is their snub nose, which is almost a snout;

Mining interests

Tellar sends a delegate to the Babel conference as the planet has its own mining interests invested in Coridan.

because of this they tend to angle their chins up, which can give the impression that they are looking down their nose at those around them.

Tellarites are apparently a technically adept species; for example, a member of their race demonstrates the ability to operate sophisticated rehabilitation equipment.

Slow reflexes

Tellarites have demonstrated quick thinking, incapacitating prisoners when they try to make a run for it, though their reflexes are not particularly fast. Some members of the species also appear to be quite hard of hearing, as a Tellarite guard does not hear **Captain James T. Kirk** and **Mr. Spock** plotting while standing directly behind him.

Tellarites appear to wear the same uniform when away from the homeworld: a type of spacesuit made from a speckled reflective material. It is divided into jacket and pants, and adorned with rectangular, shiny blue patches running horizontally and vertically.

The species has members sitting on the **Federation Council** in

the late 23rd century, and routinely offers delegates to interstellar conventions, such as the **Babel conference** of 2267. The purpose of this conference is to consider admitting **Coridan** to the Federation, though a degree of friction exists between the Tellarites, Andorians, and Vulcans because they all lay some claim to the system.

Selfish gain

The Tellarites are certainly not averse to putting their own interests ahead of the greater good. Their mining interest in **Coridan** leads them to oppose admission, as it would mean the planet's wealth of **dilithium crystals** would be organized to benefit the indigenous people. Some Tellarite ships are known to have illegally carried dilithium from **Coridan**.



Facial features

The Tellarites are humanoid, though their facial features are heavily set and they have a snout-like nose.

In general, the Tellarites share an abrupt manner; they address other species almost dismissively, and are direct and to the point. When a Tellarite wants an answer he asks outright, even if the time and place might be better considered. They also refuse to leave an argument hanging until they are satisfied with the result, prompting some species to observe that Tellarites do not argue for reasons, they

just like to argue. When they do not get their own way they tend to storm away and look intently for fresh opportunities to continue the dialogue.

For instance, a Tellarite instigates an incident aboard the **U.S.S. Enterprise NCC-1701** en route to **Babel**, when the Tellarite delegate **Gav** asks **Ambassador Sarek** of **Vulcan** what his people's vote is to be in the

MEMBER RACE

Homecoming heroes

In 2285, **Admiral James T. Kirk** and his senior officers stand trial for violating nine **Starfleet** regulations. Their case is heard by the **Federation Council**, which includes a member of the Tellarite race. The Council drops eight of the charges, in recognition of the fact that Kirk and his colleagues saved Earth from the destruction of the **Cetacean Probe**.



Admiral Kirk and his officers violate **Starfleet** regulations to retrieve **Spock's** body from **Genesis**.

A Tellarite is among the members of the **Federation Council** who exonerate **Kirk's** crew.



▼ A Tellarite inmate of Elba II is involved in Garth of Izar's uprising on the penal colony. The Tellarite minion wears the typical apparel of his race, a spacesuit with a metallic blue pattern.



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THE TELLARITES



▶ In 2373, a Klingon warrior boasts of killing an unfortunate Tellarite Starfleet officer while at his post.



GALAXY FACTS

▶ Tellarites have an eye for beauty, as shown by their appreciation of Orion slave girls.

▶ In 2267, Ambassador Sarek is the prime suspect in the murder of Tellarite delegate Gav. The Vulcan's innocence is assured when the true assassin, an Orion agent, is discovered.

▶ In 2370, Quark learns his cousin is wanted for robbing a museum on Cardassia V. Kono appears to have Tellarite cohorts as he escapes aboard a TELLARITE FREIGHTER.

eventually captured while trying to slip back on board.

A Tellarite is also held prisoner on **Elba II**, the infamous Federation penal colony, a century before. This Tellarite wears the uniform typical of his people and is a sullen fellow. He is involved in the takeover of the asylum by **Garth of Izar**, but puts up with physical assault when the frustrated Garth attacks him after their plans hit a snag.

Proving their worth

In 2374, Tellar faces invasion by **Dominion** forces when its neighboring planet Betazed falls in just 10 hours. The **10th Fleet** is supposed to be protecting the doomed planet and its outlying colonies, but is caught out on maneuvers, while **Starfleet Intelligence** also fails to predict a buildup of Dominion forces in the **Calandra system**.

This dire situation for Tellar and the bordering powers perhaps indirectly results in **Captain Benjamin Sisko** of **Deep Space Nine** bringing the **Romulans** into the Dominion war via a ruse. The Tellarites nonetheless play their part in repelling the Dominion from the **Alpha Quadrant**, and prove once more that, despite their sometimes difficult disposition and self-interest, they are worthy of their Federation membership.

THE MURDER OF GAV

Death by tal-shaya

En route to the Babel conference, the Tellarite delegate Gav attacks Sarek for a perceived insult against his race. Captain Kirk soon seizes control of the situation, but Gav threatens retribution for Sarek's slander. The Tellarite's body is later found in a Jefferies tube. His neck has been broken in a method similar to the Vulcan execution technique of tal-shaya.



▶ Gav questions Sarek on which way Vulcan will vote regarding Coridan's admission to the Federation. He is not pleased with the ambassador's answer.

▶ Captain Kirk is forced to intervene in an altercation between Gav and Sarek when the Tellarite delegate attempts to make a violent assault on the Vulcan.

▶ Gav's body is later found on board the U.S.S. ENTERPRISE. Sarek is framed for the murder, but the true assassin is eventually revealed.



upcoming conference. He refuses to accept Sarek's smooth evasion of the question, and becomes incensed when an unfavorable answer is eventually forthcoming.

Quick tempered

Tellarites are known to be violent when roused, notably following any perceived slight on their people. They launch themselves furiously at the enemy, though any attack is easily repelled.

Some Tellarites serve in **Starfleet**. In 2373, during the 18-month-long war between the Federation and the **Klingon Empire**, a Klingon warrior boasts of beheading one during the boarding of a Starfleet vessel. The Tellarite was at the helm, but apparently did not even have a chance to reach for his **phaser** before being killed.

Other Tellarites are known to be mercenaries. In 2370, **Kono**, the cousin of **Ferengi** barkeeper **Quark**, travels to station **Deep Space Nine** after robbing a museum on **Cardassia V**. He engineers his escape by beaming to a **Tellarite freighter** when station security catches up with him, although he is



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DARWIN GENETIC RESEARCH STATION

The staff of the Darwin Genetic Research Station do not widely publicize the nature of their work, but the results that they achieve are truly remarkable. Unfortunately, such successes are undermined by the deadly side effects of their experiments.

The Darwin Genetic Research Station takes its name from one of the most prominent pioneers in human evolution, Charles Darwin.

The facility is located on the planet **Gagarin IV**, itself named after the first human in space, in the **Gamma 7 sector**. Far from being focused on the past, however, the staff of Darwin Station have their sights firmly fixed on the future.

Off-planet, little is known about the work of Darwin Station; even **Starfleet** seems to have next to nothing on file about the nature of the institution's experiments. It is obvious that the center's scientists are engaged in some form of genetic research, but the field is a broad one, and the staff work hard to preserve their anonymity; even in the 24th century genetic manipulation is still looked on with apprehension by some civilians and Starfleet officers. When pressed for information, the scientists will say only that they are investigating "human genetics," and deny involvement with anything that might "get away from us," and out of control.

Child development

Despite (or perhaps because of) this secrecy, the researchers have made great strides in the field of biological enhancement, and in particular the development of children with

extraordinary capabilities, who mature far more rapidly than ordinary humans. A child 12 years of age on Darwin Station has the physical form of an adult, as well as the corresponding mental development. The research station's subjects are also physically and mentally perfect, with fine body structures and musculature, and high intelligence. By 2365, there are at least seven of these 'super-children,' four males and three females, on Darwin Station. The eldest is only 12 years of age, but thanks to genetic engineering they have rapidly matured to appear as adolescents or young adults.

Perhaps even more startling is the success the Darwin scientists have in giving the children the ability to communicate telepathically, and to move

objects telekinetically. These talents are rare in humans, but Darwin Station is able to create this in not just one or two isolated individuals but in all of their 'creations.'

Aggressive antibodies

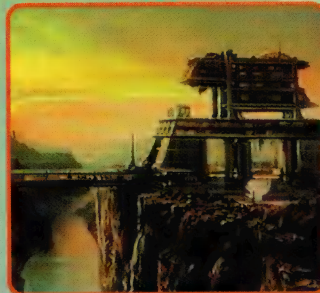
The development of an aggressive immune system, one that actively seeks out threats and destroys them – even at a distance – is the experimental result that the staff regard as their masterpiece. Confronted with a viral threat, the children's immune system releases an active antibody that adapts itself to the airborne virus and thereby alters its genetic structure.

The researchers are aware of some of the consequences of their work, but the results in this experiment go well beyond what they had intended.



Pioneering figures

The station is located on the planet **Gagarin IV**, named after the first human in space.



Science station

The Darwin Genetic Research Station is positioned on a cliff overlooking a river. The facility is named after Earth scientist **Charles Darwin**.



Confidential research

Darwin Station's personnel are extremely secretive regarding the precise nature of their research.

SUPER CHILDREN

Rapid maturity

The Darwin Station children have been bestowed with genetically engineered gifts, such as telepathy and telekinesis. These talents are not unknown in the universe, but are rare among humans. Even when resting in suspended animation, the children project a strong presence, detectable by empaths such as the **U.S.S. Enterprise NCC-1701-D** Betazoid counselor, **Deanna Troi**.



The station's genetically engineered children use telekinesis to play 3D Chess.

The children are able to communicate telepathically with each other.

Darwin Genetic Research Station is equipped with the Federation's most advanced medical and biological technology and facilities, including state-of-the-art computers.



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DARWIN GENETIC RESEARCH STATION



▶ One the subjects of Darwin Station's genetic research is placed in stasis, cased in styrolite and beamed over to the U.S.S. ENTERPRISE for further study. The styrolite protects the ship's crew from infection.



The children's immune systems are completely resistant to disease, yet the same biological aggressiveness that the researchers prize ironically turns against those who created it. Exposure to a mild case of **Thelusian flu**, brought onto Darwin Station by the first officer of a visiting supply ship in 2365, causes the children's enhanced immune systems not only to attack the virus, but also to irrevocably change the DNA of the scientists, simply by transposing two molecules. This reaction initiates rapid aging in the affected adults, leading to premature senility and death.

Harsh landscape

The outside environment on Gagarin IV is bleak and barren, although Darwin Station itself is a large, self-contained, modern complex located on the top of cliffs that overlook a native river. A tunnel-bridge connects the facility to the other side of the river, and there is ample room for landing small space vessels, including shuttlecraft. Infrequent visits from supply ships, such as the **U.S.S. Lantree NCC-1837**, bring vital foodstuffs and equipment, and various communication links also help to keep the scientists in contact with the rest of the Galaxy.

Darwin Station provides living quarters and research laboratories for the resident staff and the children, and there is a clear observatory dome at the top. Inside, the

simple blue and white color design serves as little more than a backdrop to a large collection of data screens and computer arrays.

Isolation chambers

Equipped with all of the latest medical and biological technology, the facility also has extensive isolation chambers. When the aging crisis occurs, there is ample room to put all of the children into these chambers, with the hope that the epidemic, which ravages their elders, will spare the youngsters. From this space, the scientists are able to place one of the children into stasis, encase him in **styrolite**, and then safely transport him onto the **U.S.S. Enterprise NCC-1701-D** for further study. The scientists also have access to extremely sophisticated computers, which **Lt. Commander Data** uses to conduct an analysis, on a molecular genetic level, of the interaction of the children's immune system with the virus. Together, the *Enterprise* and Darwin Station staff manage to devise a **transporter**-based technique that screens out the aging disease in adult victims.

The scientists and medical personnel at this **Federation** facility are dedicated to their work. They seem to put little effort into anything that is not work-related – even their clothing is a standard uniform of a short blue tunic and white pants. They also tend to be fairly young –

for example, **Dr. Sara Kingsley**, the station's chief medical officer and spokesperson, is just 35 years old. None of the scientists die during the stationwide aging epidemic, a result, perhaps, of their relative youth, which delays the ravages of extreme infirmity that would otherwise have killed an older person.

When the aging crisis erupts, the scientists do not panic, but work steadfastly. Their major concern is not for their own lives but for the children who are the

results of their experiments. Part of this protectiveness may well stem from natural parental feelings, but it also comes from a desire not to see their so-far successful research prematurely disrupted.

Dedication

It eventually becomes clear that the scientists must choose between staying with their unfinished work or leaving the still potentially dangerous situation. All choose to remain on the facility.

The research staff on

GALAXY FACTS

▶ Before departing Gagarin IV, the **U.S.S. Enterprise NCC-1701-D** uses photon torpedoes to destroy the contaminated **U.S.S. Lantree NCC-1837** and then heads off for **Star Station India**.

▶ Earth frowns upon genetic engineering after the planet's terrible **Eugenics War**. The Federation has also ruled genetic enhancement illegal.

Darwin Station are brave pioneers indeed, even though they fail to anticipate the fact that their tampering with nature may have devastating, unforeseen consequences. The scientists hope to forge a new direction for humankind, but only time will tell whether they will ever be able to rejoin their children safely. It is possible that they have created a new species, only to find that this new form of life is lethal to its predecessors.

PULASKI'S RISK

Elderly doctor

In 2367, the **U.S.S. Enterprise NCC-1701-D** helps the personnel of Darwin Station investigate the cause of an aging affliction. Unfortunately, the ship's chief medical officer, **Dr. Pulaski**, is infected when she removes a patient from his protective styrolite casing, which is impeding her tests. **Pulaski** ages at a rapid rate, soon taking on the appearance of a white-haired old woman.

▶ **Lt. Commander Data** helps the prematurely aged **Dr. Pulaski** and **Dr. Kingsley** devise a cure for the aging disease.



▶ **Dr. Pulaski** rapidly ages after she removes the styrolite casing from a Darwin child who is transported to the **U.S.S. ENTERPRISE**. The doctor beams down to Darwin Station to help the personnel find a cure.



SHIP:

U.S.S. ENTERPRISE NCC-1701

FACILITIES:

TURBOLIFTS AND JEFFERIES TUBES

The *U.S.S. Enterprise NCC-1701* is vast, and it is important that officers can move from one area to another as quickly as possible. An extensive network of Jefferies tubes and turbolifts provides an efficient internal transport system.

Constitution-class vessels are fitted with an extensive **turbolift** network, but not even this provides easy access to the entire ship. Combined with the turbolift network, therefore, are **Jefferies tubes**, a network of access ducts that connects the corridors and decks, ensuring that every area of the ship can be reached quickly and easily at all times. Jefferies tubes allow engineering staff and other officers entry to every system or subsystem that might need onsite testing, adjustment, the replacement of old or damaged parts, or repair.

Jefferies tubes run horizontally, diagonally, and vertically throughout the *U.S.S. Enterprise NCC-1701*, enabling normal maintenance operations to be carried out with ease, even in the most inaccessible areas of the ship. Access to the horizontal and diagonal tubes is gained through circular openings in the bulkheads of corridors; these lead to a slanting pipe barely big enough for one person to work in. Horizontal tubes are accessed via full-sized doors that also open out onto the ship's regular corridors.



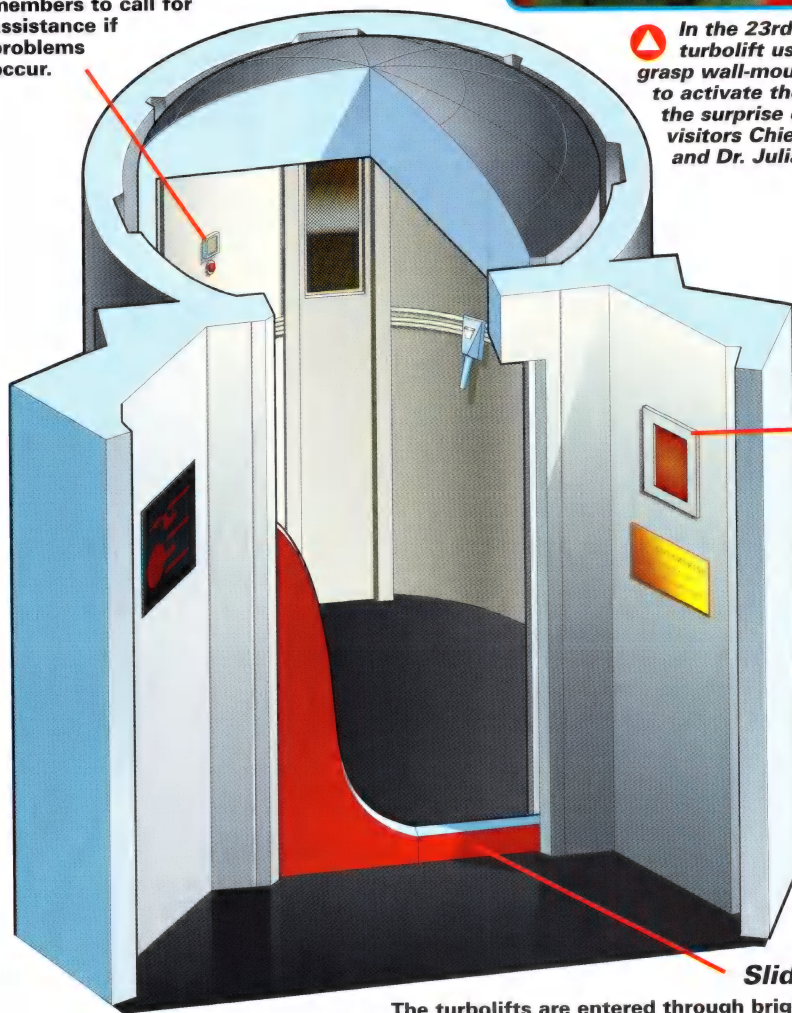
The spacious turbolift cars can easily accommodate more than one officer, and often afford the users a few valuable moments of privacy.

Communication

An intercom panel on the wall allows crew members to call for assistance if problems occur.



In the 23rd century, turbolift users have to grasp wall-mounted handles to activate the cars – much to the surprise of 24th-century visitors Chief Miles O'Brien and Dr. Julian Bashir.

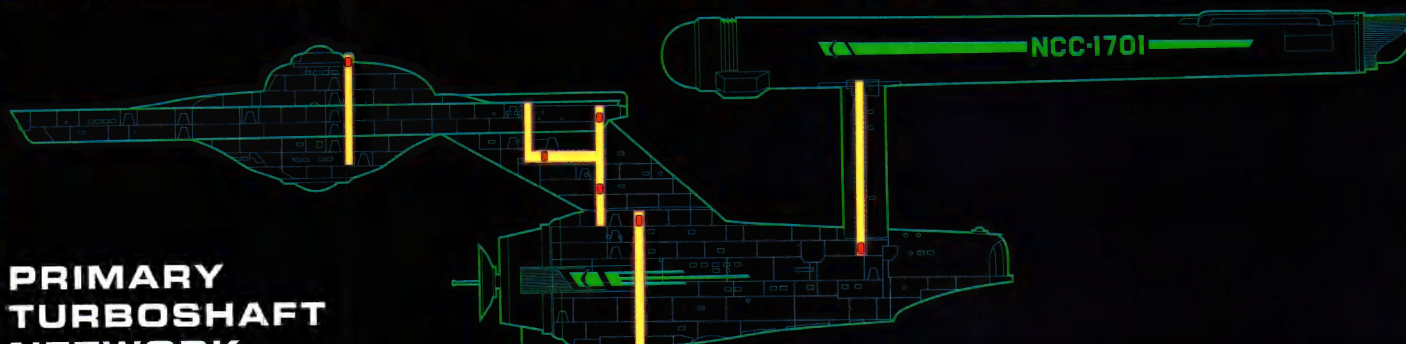
**Monitor**

Panels just outside the turbolift doors relay system status to the users.

Sliding doors

The turbolifts are entered through bright red doors located at important locations throughout the *U.S.S. ENTERPRISE*.

PRIMARY TURBOSHAFT NETWORK

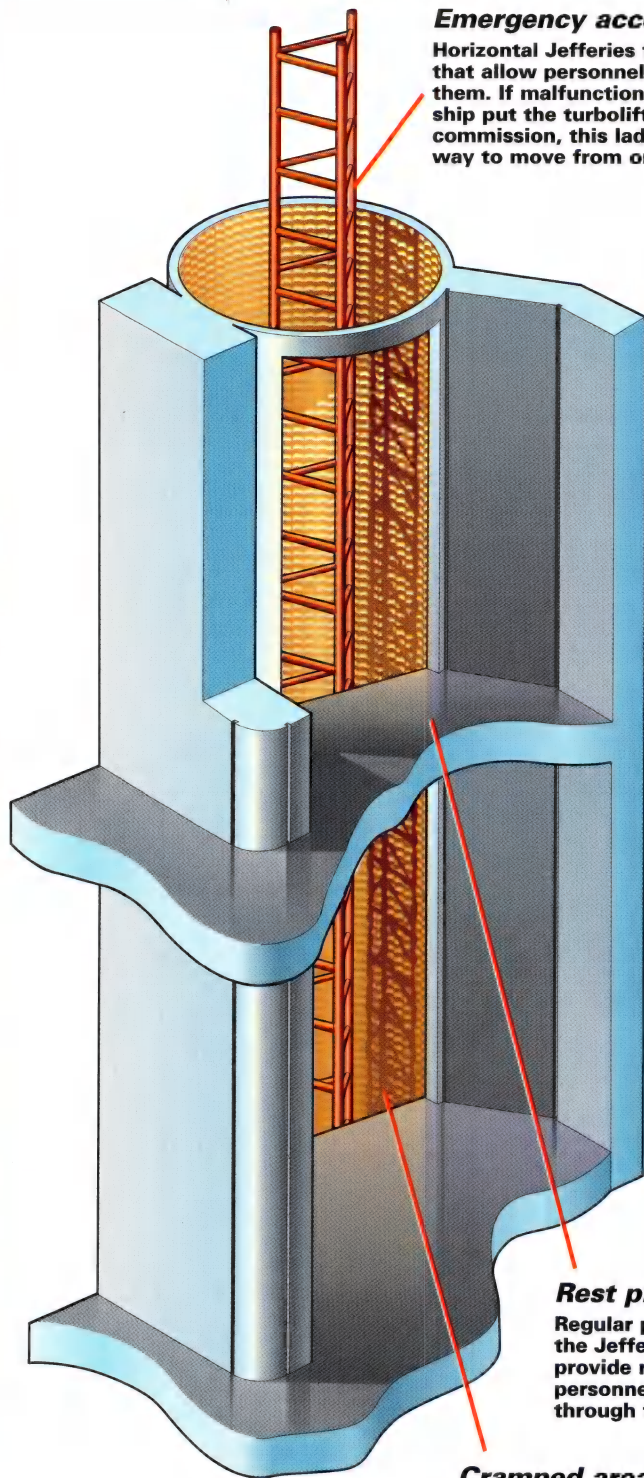




TURBOLIFTS AND JEFFERIES TUBES

Emergency access

Horizontal Jefferies tubes contain ladders that allow personnel to climb through them. If malfunctions or damage to the ship put the turbolift network out of commission, this ladder may be the only way to move from one deck to another.



Volatile

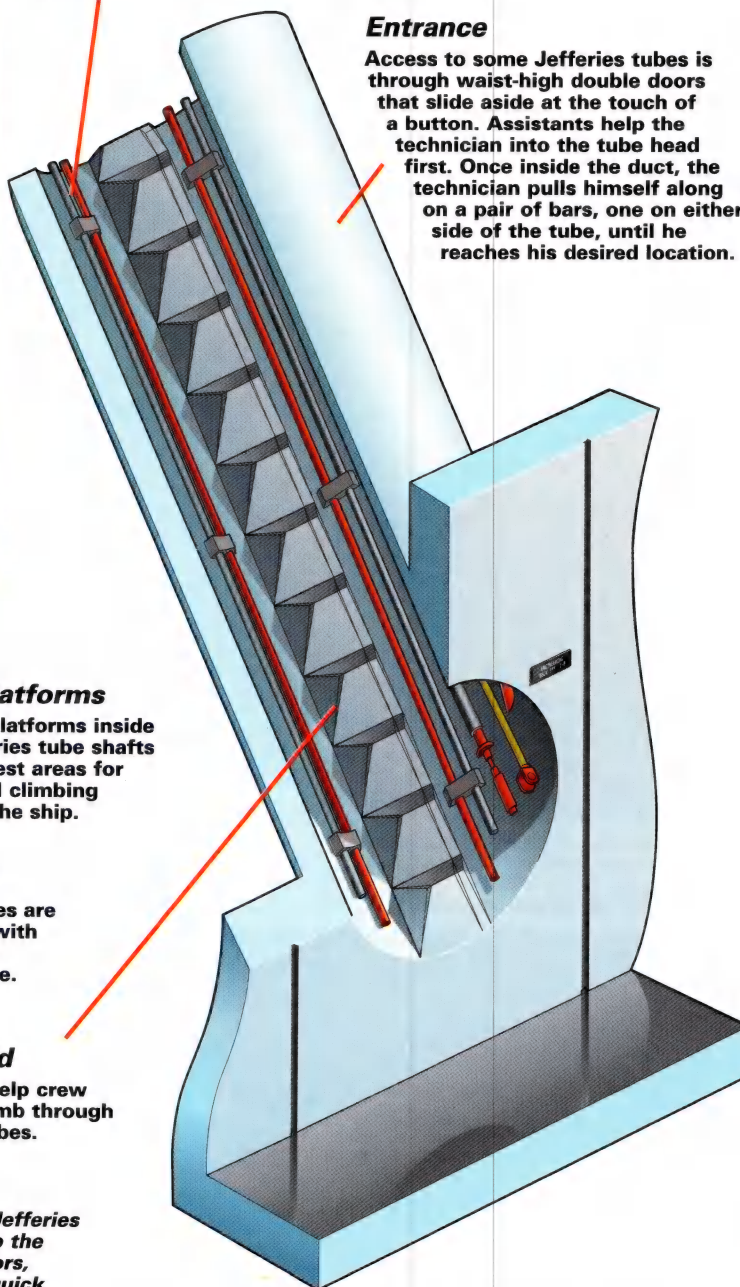
Jefferies tubes are lined with color-coded cables, boxes, and disks, any of which may spark or even explode when extreme malfunctions occur.



One Jefferies tube leads into the matter/antimatter reaction chamber. This tube is not meant to be used while the integrator operates, although in an emergency situation Scotty is forced to use a magnetic probe to shut off the fuel flow from this point. The procedure takes the experienced engineer just 12 minutes.

Entrance

Access to some Jefferies tubes is through waist-high double doors that slide aside at the touch of a button. Assistants help the technician into the tube head first. Once inside the duct, the technician pulls himself along on a pair of bars, one on either side of the tube, until he reaches his desired location.



Rest platforms

Regular platforms inside the Jefferies tube shafts provide rest areas for personnel climbing through the ship.

Cramped area

The horizontal tubes are relatively narrow, with room for only one technician at a time.

Climbing aid

Internal steps help crew members to climb through the Jefferies tubes.

The horizontal Jefferies tubes open onto the ship's regular corridors, allowing personnel quick access to all areas.



SHIP:

U.S.S. VOYAGER NCC-74656

BRIEFING:

BRIDGE UNDER BATTLE CONDITIONS

Unlike many **Starfleet** ships of the late 24th century, such as those of the *Galaxy* class, the *Intrepid*-class **U.S.S. Voyager NCC-74656** has a single hull configuration that cannot split into two independent sections. This is particularly significant from a tactical point of view, as the vessel does not possess a separate battle bridge. As on other starships, however, many of the ship's vital functions can be rerouted to different parts of the ship in cases of extreme damage to the main bridge or hostile takeover; it is simply the case that there is no area that is specifically designed for such an occurrence. Which departments take on the role of emergency bridge stations depends on the individual circumstances of each situation.

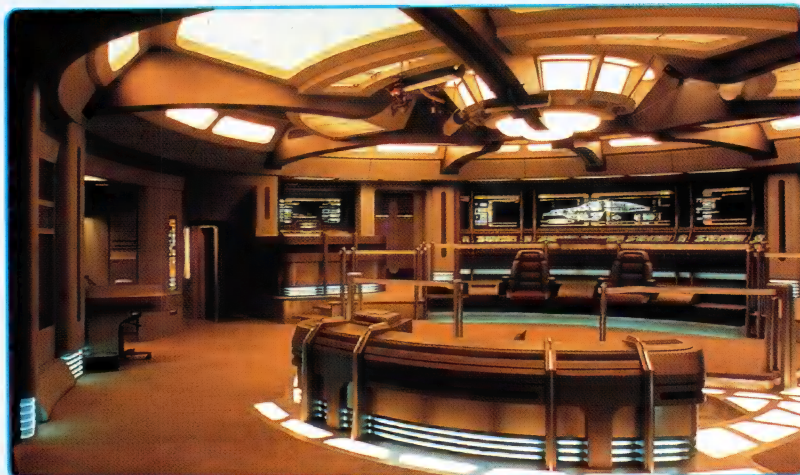
Separation of the main Saucer Section in *Galaxy*-class vessels has proved to be a highly effective maneuver during armed conflicts, often confusing the enemy and effectively doubling the flexibility of vessels such as the **U.S.S. Enterprise NCC-1701-D** in combat scenarios. *Voyager* has a more integrated saucer and hull design, although the bridge's traditional location on Deck 1 makes it vulnerable to attack from many angles, regardless of shield strength. A number of operating guidelines developed by Starfleet have been modified by **Captain Kathryn Janeway** in response to the unique threats posed by hostile races within the **Delta Quadrant**. On more than one occasion these procedures have effectively saved the ship from destruction or invasion, although the design of the *Intrepid*-class starship does mean that various functions controlled by the bridge can be blocked or countermanded from other areas of the vessel.

Red alert procedure

Under normal red alert conditions, there are at least eight duty personnel attending consoles that control the ship's vital systems. The illumination is reduced to a minimum, and after an initial audible alert signal is cancelled, the red alert indicators flash in unison around the sides of the bridge to confirm the ship's battle ready status. All primary systems can be secured from the bridge at this time, shifting complete control to the command deck, although many other personnel in various areas around *Voyager* contribute equally important roles during alert status. Damage reports and casualty information is automatically fed to either the security section or Operations, which are permanently manned even outside an alert scenario. Repairs to the vessel may also be choreographed from the bridge.

A 24 hour tactical alert can be initiated from the bridge, effectively modifying the duties of

▶ The main bridge is the nerve center of the ship, situated on Deck 1 at the very top of the command hull section – a fact that also makes it a very tempting target for enemy vessels. In red alert conditions the lighting is dimmed.



▶ The *INTREPID*-class **U.S.S. VOYAGER NCC-74656** sets new standards for Federation starship design when it is launched in 2371. The vessel is assigned to locate a *Maquis* ship in the *Badlands*.



▶ When *VOYAGER* comes under attack, the captain or first officer can access data on the condition of the ship and issue orders via the shared console, which is situated between their command chairs.



▶ In times of crisis, **Captain Kathryn Janeway** can take charge of the ship by securing all primary systems, and then controlling them from her command station on the bridge.



▶ Duty officers present at the ship's various consoles and stations can alert their commanding officers to any external threats, or changes in *VOYAGER*'s operational status.



▶ **VOYAGER's bridge can function with a minimum of five personnel to man its key stations. For example, Ensign Harry Kim has the vital role of monitoring Ops, to which damage reports or casualty information is fed.**

▶ **Unlike GALAXY-class ships, VOYAGER cannot separate into two independent sections. This is a disadvantage in combat situations, but also allows the control of key systems to be rerouted to different parts of the vessel in the event of a hostile takeover.**



every member of the crew until the order to stand down from alert is issued. The captain and first officer can instantly access data on every aspect of the ship by interrogating the duty officer present at one of the bridge's stations, or else use a shared central console between their chairs to both read data and execute commands as required. In an extreme emergency situation, all vital ship functions can be routed to this console and operated by the captain, although this is a last resort.

The source of the problem

Power overloads during combat are an extremely dangerous event, but the bridge can often reroute conduits without the need for an engineer to travel to the site of the problem. One weakness of the *Intrepid*-class design crops up within the power network feeding the bridge's vital systems during battle – if shields can be brought down at the same time, the bridge becomes as defenseless as the rest of the ship, and at this time the captain will order the complete evacuation of the vessel. Absolute worst case scenarios leave the captain with no choice but to order the ship

to self destruct, and this is issued by either a coded verbal command to the main computer, or initiated from the central command console. If an enemy has managed to disable the secondary command processors, however, the self-destruct sequence cannot be initiated and the ship may be boarded.

The design and construction of the bridge is very strong; even with full shields in place, physical movement of the ship is commonplace while under fire from an enemy vessel. Sustained attack can result in the infrastructure collapsing, particularly the ceiling support beams, but the individual consoles are very resilient and can be quickly repaired even after small explosions or electrical shorts. In common with all Starfleet designs, vital controls may be moved from console to console, and even out of the bridge, into such areas as Main Engineering, but attempts at shipwide control are usually focused within the bridge regardless of physical damage. The entire ship can operate satisfactorily with many of the minor stations out of action, but the absolute minimum crew needed to keep the ship running at an efficient level is five – one commander, personnel at ops,

helm, and tactical, and one member monitoring the ship via a large master-systems monitor behind the captain's chair. Any reduction in this number may lead to vital systems being overlooked, with all the inherent dangers that accompany a lack of direct monitoring and control.

The nature of *Voyager's* bridge makes it a tempting target, as it is the nerve center of the entire ship. Under certain circumstances, however, it may be necessary to take control away from this area, especially if it has fallen into enemy hands. **Transporter** control can be rerouted outside the bridge by bypassing Ops, although it can be taken back once the infringement has occurred. The use of **Emergency Medical Priority 114** can delete a crewman's **communicator** badge signal from the sensors on the bridge, allowing an individual to move about the vessel undetected. The ship's sensors can also be disrupted or altered from other parts of the vessel, and in a coordinated attack the bridge may be temporarily knocked out by overloading the **phaser power couplings**, creating a surge which can disable the shields and all of the bridge's systems.

VOYAGER UNDER ATTACK

Battle stations

In a possible future witnessed by the time-displaced Ocampa Kes, the *U.S.S. Voyager NCC-74656* falls under attack from the Krenim, a race who use deadly chroniton torpedoes to alter the course of history. In the timeline that Kes experiences, the Krenim target *Voyager* over an extended period of time that the crew come to call their 'Year of Hell.' Terrible damage is inflicted on the starship by the Krenim's temporal weaponry; their

torpedoes tear through the ship's shields, sensors are brought off line, and an attack on the bridge sets off a violent explosion that kills both Captain Kathryn Janeway and Chief Engineer B'Elanna Torres. Fortunately, Kes uses her knowledge of the future to tell Commander Chakotay how to remodulate *Voyager's* scanners in order to destroy the Krenim, and thus saves the ship and its crew from destruction.



▶ **When the starship is attacked by the Krenim, the race's temporal weapons penetrate VOYAGER's shields – even destroying key stations on the bridge.**



▶ **In an alternate future witnessed by the Ocampa Kes, Captain Janeway and B'Elanna Torres are killed when the console they are manning explodes.**



▶ **VOYAGER's bridge consoles are solidly built, and normally strong enough to withstand enemy attacks directed at the vessel's command center.**

STARFLEET ACADEMY

ROLES WITHIN STARFLEET

It is not just the admirals, captains, and commanders that keep Starfleet ships running. They are supported by many personnel filling various vital roles.

Starfleet is a vast organization, consisting of thousands of starships, hundreds of starbases, and numerous facilities located on planets across the **Alpha** and **Beta Quadrants**. In order for Starfleet to function efficiently, it is important that a tight organizational structure is established and maintained within a clearly defined chain of command.

The primary mission commands of the organization are those of peaceful exploration, though the structure of Starfleet is based closely on that of the military armies of Earth's past, and the roles assigned often mirror military positions and ranks. At the head of the Starfleet command pyramid are fleet admirals, who report directly to the **President of the United Federation of Planets**. The highest ranking admirals are based at **Starfleet Command**, located in San Francisco on Earth. Individuals reach such positions of responsibility through many years of faithful service to Starfleet in command of starships and starbases; **James T. Kirk**, for example, is promoted to the admiralty after distinguishing himself as a pioneering explorer while captaining the **U.S.S. Enterprise NCC-1701**. **Admiral Mark Jameson**, on the other hand, makes a name for himself as a skilled negotiator during his years as a starship officer. Starfleet offers a career to academics from many disciplines, including astrobiology, xenobiology, stellar cartography, history, archeology and anthropology, geology, and psychiatry. Each starship and starbase will have a broad range of specialists among its

crew, including engineers, scientists, medics, navigators, **transporter** technicians, strategists, and security officers.

Some deep space facilities are much smaller, and require only a minimal crew to operate them. **Lt. Keith Rocha** and **Lt. Aquiel Uhnari**, for example, are the only personnel aboard **Relay Station 47**, a remote **subspace** communications outpost. Other facilities, such as station **Deep Space Nine**, contain thousands of residents, made up of Starfleet officers, **Bajoran Militia**, and civilians.

Essential personnel

Starfleet officers aboard state-of-the-art starships are invariably the ones who make the headlines and the history books, but it is important to remember that they are not the only personnel serving the organization. Such ships would never leave **Spacedock** without the department specialists of the **Starfleet Corps of Engineers**, and scientists such as propulsion expert **Dr. Leah Brahms**, who heads the **Theoretical Propulsion Group** based at the **Utopia Planitia Shipyards**. Experienced Starfleet personnel are often assigned to oversee refits of starships in need of updating; the refit of the **U.S.S. Enterprise NCC-1701**, for example, is overseen by **Montgomery Scott**, who served as the ship's chief engineer for many years, and **Captain Willard Decker**, who is assigned the command of the refitted ship.

Experienced starship officers may switch to development roles; **Commander Benjamin**



▲ The president of the United Federation of Planets is at the top of the chain of command. In 2372, this role is filled by President Jaresh-Inyo.



▲ RELAY STATION 47 is run by two members of staff. In 2369, the U.S.S. ENTERPRISE NCC-1701-D crew investigate the murder of one of the station's personnel.

VIRTUAL CREW

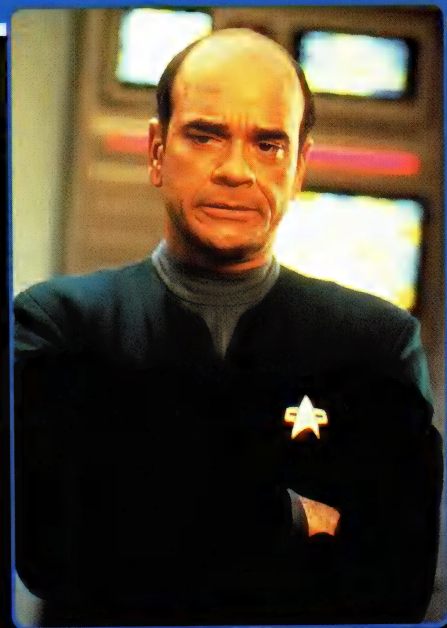
Artificial personnel

Starfleet has long been involved in looking at ways to replace living crew members with artificial ones, with varying levels of success. In the 2260's, **Dr. Richard Daystrom** hopes that his revolutionary **M-5 multitronic unit**, an intelligent computer, will one day replace all but a skeleton crew aboard most starships. Sadly, his experiments show that his theories have tragically underestimated the importance of human intuition in commanding a starship. More recent experiments have met with greater success. The EMH of the **U.S.S. Voyager NCC-74656** has performed admirably as the only medical officer aboard that ship, proving that such a proposition is viable, and while it may be a long time before **Commander Bruce Maddox's** dream of a starship crewed entirely by androids is realized, the exemplary service of **Lt. Commander Data** shows that such a scenario is not beyond the realms of possibility.



▲ Dr. Daystrom's M-5 multitronic unit is tested on board the U.S.S. ENTERPRISE NCC-1701. Daystrom believes it will eventually replace real crews.

▲ The EMH created by Dr. Lewis Zimmerman is a proven success. The Doctor aboard U.S.S. VOYAGER, for example, replaces the Chief Medical Officer on a permanent basis.





FILE 19 A Guide to FEDERATION STARFLEET



▲ **Starfleet also makes use of first contact specialists, such as the Betazoid Tam Elbrun.**

Sisko works on the creation of the *Defiant* class at *Utopia Planitia* in between his postings to a starship, the **U.S.S. Saratoga NCC-31911**, and a starbase, *Deep Space Nine*. Other Starfleet scientists work closely with civilian organizations involved in similar areas of research; **Commander Bruce Maddox** of the **Starfleet Academy Cybernetics Laboratory**, for example, also holds the Robotics Chair at the **Daystrom Institute of Technology**. Many facilities are involved in cutting edge new research, such as **Dr. Lewis Zimmerman** at **Jupiter Station**, who develops and refines medical holograms, and the staff of the **Pathfinder Project** on Earth, who are trying to find a way to communicate with the crew of the **U.S.S. Voyager NCC-74656**, a Starfleet ship currently stranded in the **Delta Quadrant**.

Starfleet lawyers

Starfleet also employs a number of dedicated legal officers to oversee the inevitable court-martials that arise, whether this be to try officers accused of specific crimes, or for routine investigations such as those that follow the loss of any starship. Legal officers such as **Samuel Cogley** and **Arel Shaw** in the 2260's, and **Phillipa Louvois** a century later, ensure that justice is done.

Even by the 24th century, new races and civilizations are being discovered on a regular basis, and starship officers must be able to adapt to any situation. In a single mission, they may be required to act as diplomat, ambassador, explorer, military leader, and politician – often all at the same time. Starfleet does, however, often assign specialists to particularly sensitive missions, such as **Special Emissary K'Ehleyr**, a half-Klingon, half-human female sent to accompany the **U.S.S. Enterprise NCC-1701-D** as it makes contact with the crew of the **Klingon sleeper ship I.K.S. T'Ong**, who have recently awoken from 80 years of suspended animation.

The rich mix of alien species in Starfleet by the end of the 24th century often proves



▲ **In 2267, Starfleet attorney Samuel T. Cogley defends Captain James T. Kirk, who is tried for the suspected murder of Records Officer Ben Finney.**

valuable to the organization; **Lt. Commander Worf**, for example, is assigned to *Deep Space Nine* partly in order to liaise with the forces of the **Klingon Empire**. Officer exchange programs, such as the one that sees **Commander William Riker** placed aboard the **I.K.S. Pagh**, serve to foster good relations between the Federation and its allies.

Military advisors and tacticians

Unfortunately, not all relations with alien races are friendly, and it is necessary for many Starfleet officers to hone their skills as military strategists, looking for ways to defeat the more dangerous enemies of the Federation. **Lt. Commander Shelby** spends years developing strategies to fight the **Borg**, while **Admiral Leyton**, the **Head of Starfleet Operations**, plans strategy against the **Dominion**. **Admiral William Ross** directs the Starfleet taskforce fighting the **Dominion** fleet following the Changelings' invasion of the Alpha Quadrant in 2374.

At the end of their long and often extremely



▲ **In 2365, an officer exchange program places the Benzite Ensign Mendon aboard the U.S.S. ENTERPRISE NCC-1701-D.**



▲ **Lt. Reginald Barclay works on the Pathfinder Project, looking for a way to bring U.S.S. VOYAGER NCC-74656 home.**

varied careers, many Starfleet officers choose to take up posts as lecturers at Starfleet Academy, passing on their knowledge to the next generation of Starfleet officers. Among the many renowned officers who have taken this route are **Captain Spock**, **Commander Uhura**, and **Chief Miles O'Brien**.

CIVILIAN ROLES

Bartenders and barbers

The generational ships of the 2360's introduce greater opportunities for civilian roles aboard Starfleet facilities. The more homey nature of such ships bring with it teachers and care staff for the children of the officers aboard, as well as more personnel employed in leisure and service roles, such as the bartenders of **Ten-Forward** and the staff of **Mr. Mot's barber's shop**. Such people are not technically a part of Starfleet, but nonetheless have an important part to play in the smooth running of important facilities.



▲ **Mr. Mot is the U.S.S. ENTERPRISE NCC-1701-D's Bolian barber. He tends to the heads of the senior officers.**

▲ **Ben, a bartender in Ten-Forward, is on first name terms with the crew, including senior officers.**



O'Brien and Bashir: Friendship

Dr. Bashir and Chief O'Brien do not initially like each other when they are both assigned to station *Deep Space Nine*, but through mutual adventures they discover camaraderie and loyal friendship.

Dr. Julian Bashir is eager to practice frontier medicine on *Deep Space Nine*, and is quite talkative when he first arrives at the station in 2369. The young doctor's naive enthusiasm soon irritates the seasoned NCO **Chief of Operations Miles O'Brien**.

O'Brien is a hard-working man who prefers to keep his personal life private, returning home to his wife and family at the end of a long day's work. Whenever Bashir and O'Brien are together, the doctor constantly asks O'Brien questions, trying to engage the burly chief in conversation. At the time, it seems most unlikely that the two men will ever become friends, but working together on *Deep Space Nine* throws them into continuous contact with one another, and they slowly develop a strong bond of friendship.

Midway through their

first year on the station, Bashir and O'Brien are sent to handle a supposed medical emergency at a **Bajoran** village. O'Brien unsuccessfully tries to convince **Commander Benjamin Sisko** that someone else could pilot Julian to Bajor. Then he tries to avoid speaking to the curious doctor for two hours, prompting Bashir to ask O'Brien if he annoys him. The doctor claims O'Brien's opinion means a lot to him, and he does not want to upset him by perpetually running off at the mouth. Bashir even wants O'Brien to drop his use of "sir" and address him as "Julian." The chief is reluctant to do this with a superior officer, preferring to keep a professional distance from Bashir. By the time their mission concerning the **Dal-Rok** ends, the doctor understands that he and O'Brien do not have much in common. He suggests that the chief return to addressing

PROFILE ON BEST FRIENDS

OPPOSITES: When Chief O'Brien and Dr. Julian Bashir initially meet in 2369, the more experienced NCO finds the younger, over-enthusiastic doctor rather irritating.

RIVALS: The two strike up the beginnings of a friendship through friendly rivalry, playing competitive games together.

LIFE OR DEATH: O'Brien finally admits his respect for Bashir in 2370, when the two officers face death in front of a firing squad.



▲ **Miles O'Brien is always reluctant to publicly acknowledge the strength of his friendship with Dr. Julian Bashir, but the two become almost inseparable during their service on DEEP SPACE NINE. They share many adventures together, such as the time they travel back to the year 2267.**

him as "sir," much to O'Brien's delight. This is the beginning of a tug-of-war between the two colleagues.

When O'Brien builds a racquetball court on *Deep Space Nine* in 2370, he has no idea that Bashir was the

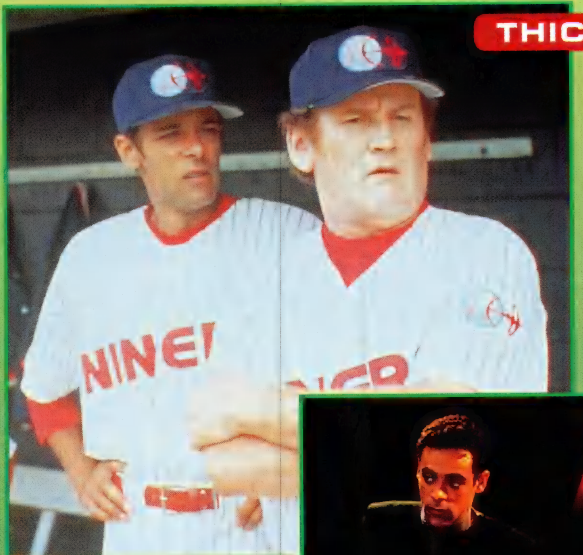
captain of the **Starfleet Medical** racquetball team. The chief does his best to beat the younger, more experienced player, but when he is trounced by Bashir he decides to get in shape for the rematch. The doctor starts to worry that O'Brien is pushing himself

too hard and will end up having a heart attack, so he deliberately loses to the chief, a gesture which only infuriates O'Brien further. When an alien device affecting the laws of probability allows O'Brien to win with ease, neither rival likes the outcome, however. The friendly competition between them on the court sets the tone for their subsequent relationship.

Thrown into a war

A short while later, both men spend a week helping two warring races eliminate the **Harvesters**, a deadly weapon. O'Brien is ready to finish the project and go home, but Bashir looks forward to the celebration party. Instead, both men are forced to flee for their lives when they are targeted for assassination by people who want to destroy all knowledge of the Harvesters.

THICK AND THIN



★ The Niners

O'Brien and Bashir are players on Captain Sisko's baseball team, in 2375.



★ Genetic advantage

O'Brien enjoys playing racquetball with Bashir, in spite of the fact that the genetically engineered doctor has the advantage.

★ Drinking buddies

The two colleagues often relax after a hard day at work over a drink in Quark's bar.



O'Brien and Bashir: Friendship



★ Klingon party

In 2374, O'Brien and Bashir endure the harsh trials of their friend Worf's Klingon bachelor party, the *Kal-Hyah*.

Soon after, O'Brien is infected by a deadly **bio-mechanical gene disrupter**; Bashir does everything in his power to keep the chief alive. He talks to O'Brien to distract him, telling him about the first major love of his life and prompting a discussion about marriage and having a family in **Starfleet**. O'Brien is committed to his wife and daughter, while Bashir thinks it would be unfair to anyone he loved to remain a career officer. Though their opinions differ, sharing them allows each man to understand the other a little more. By now, O'Brien calls the doctor Julian — usually when he's annoyed with him for some reason. When the two face a Kellerun firing squad, expecting to die at any moment, O'Brien tells Bashir that it has been an honor serving with him. After they are rescued and the doctor returns the compliment, O'Brien is visibly uncomfortable. It is too late though; their rivalry is deepening into friendship and good-natured teasing.

Holosuite comrades

In addition to racquetball, the two men enjoy other leisure pursuits together. Among their favorites are reenacting the Battle of Britain and the Battle of the Alamo in **Quark's holosuites**. O'Brien builds a scale model of the Alamo compound to help them plan future strategies. Even when the **Federation** is immersed in battle with the **Dominion**, the two men still find the time for wargames as an ideal way of relieving stress and tension.

Along with other officers on *Deep Space Nine*, Bashir and O'Brien become quite fond of a program centering on **Vic Fontaine's** hotel and lounge, where they go to relax after a rough day. One of Bashir's most prized programs is one where he plays a spy for the British government in the

★ First mission

In their early days of serving together, the reluctant chief pilots the over-eager and talkative doctor to a Bajoran village.



★ Past ally

The two Starfleet colleagues lead the Irish wake held to honor the memory of Captain Lisa Cusak, whose ship crashed in 2371.



★ Fond farewell

Bashir and O'Brien enjoy a final drink together in Vic Fontaine's lounge at the end of the Dominion war.

1960's; O'Brien is often cast as the villain **Falcon**, who keeps trying to kill Bashir. The two friends can often be found drinking **synthale** and playing darts in the bar as well.

What deepens their friendship the most, perhaps, is the departure of O'Brien's wife and daughter for a long-term assignment on Bajor in 2371. With the chief ostensibly a bachelor, the two men have more time to spend together than ever before. In fact, they get along so well, O'Brien almost wishes **Keiko** were more like Julian, much to his mortification and the doctor's amusement.

Their friendship does not interfere with their duties, however. In 2371, the two men land on **Bopak III**, where **Jem'Hadar** soldiers are trying to break free of their addiction to **ketracel-white**. Bashir is forced to help, but he does so willingly after seeing that their leader has advanced beyond being the simple killing machine he was designed to be. O'Brien is totally against the doctor's efforts, feeling that a freed Jem'Hadar will be even

more dangerous than those controlled by the **Vorta**. In the end, to save their lives, O'Brien has to physically force Bashir to leave the planet. The doctor is disappointed and frustrated by the chief's actions, but also understands that they may have been killed attempting to rid the Jem'Hadar of their addiction.

Loyal support

An event in 2373 changes their friendship irrevocably. O'Brien accidentally discovers that Bashir was genetically enhanced as a child. Instead of rejecting him, the chief lends his support to the distraught Bashir, making it clear that he does not hold his enhanced abilities against him. All O'Brien requires is that the doctor plays darts standing at a further distance from the board.

Confident that he can trust his friend, Julian feels able to tell Miles how lonely he is, and how much he would like a woman in his life. The two often discuss both Julian's faltering love life, and the difficulties in O'Brien's marriage. The chief is

always willing to listen to the doctor's woes, offering the sage advice of a more experienced man. In return, Bashir always respects his friend's idiosyncrasies, whether it be playing sports too roughly or putting a workshop up in his bedroom during his wife's absence.

The two men are sad to part at the end of the Dominion war, when O'Brien accepts a teaching post at **Starfleet Academy** while Bashir remains on *Deep Space Nine*. It is probably safe to assume, however, that the two best friends will keep in touch.

"They say when two people face death together, it creates a bond that can never be broken."

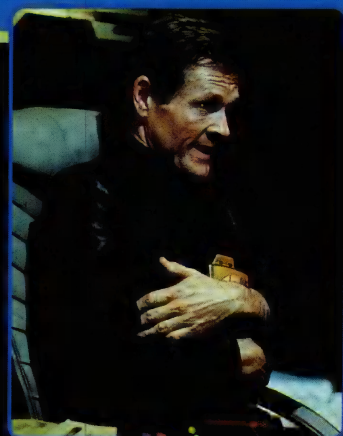
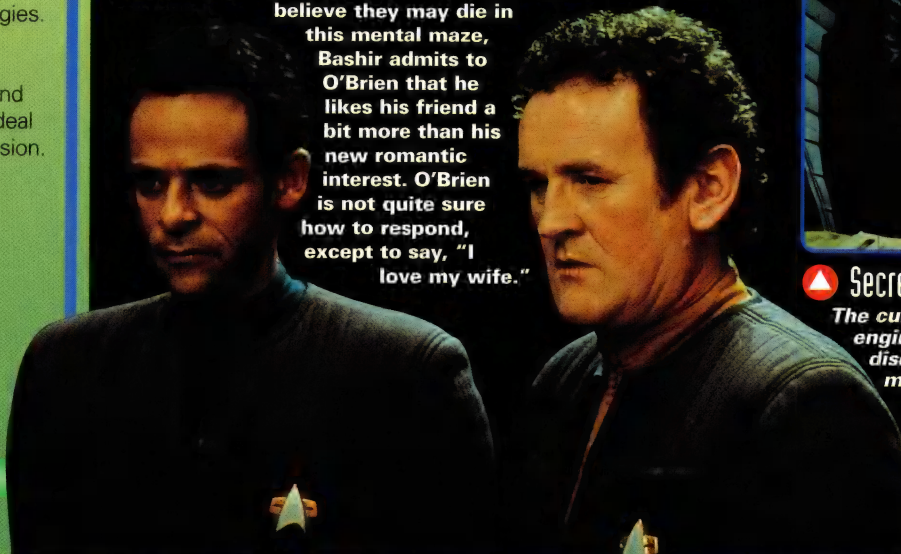
— Dr. Julian Bashir to Heiko O'Brien.

FACING DEATH TOGETHER

Strong admission

Toward the end of the Dominion war, Bashir risks his life to find a cure for Odo; O'Brien insists on accompanying his friend on a perilous journey into Agent Sloan's mind. When both men believe they may die in

this mental maze, Bashir admits to O'Brien that he likes his friend a bit more than his new romantic interest. O'Brien is not quite sure how to respond, except to say, "I love my wife."



▲ Secret thoughts

The cure to the genetically engineered Changeling disease lies in Sloan's mind.

▲ Brave risk

Bashir and O'Brien risk their lives to find a cure for Odo.

Gul Dukat and the Dominion

Gul Dukat's hunger for power leads him to sell out his entire race for a share of the Dominion's glory, but he soon finds that he is a less than equal partner.

The changing fortunes of politics and war are never easy to predict, but the great upheavals that come with them can sometimes be easier to trace. Single moments, and even the actions, choices, and decisions of one person in the right place at the right time, can affect the destinies of millions of lives. One such person is the **Cardassian** military leader **Gul Dukat**, whose decision to form an alliance with the **Founders** of the **Dominion** leads to an invasion from the **Gamma Quadrant**, and one of the longest, bloodiest wars ever witnessed by the races of the **Alpha Quadrant**.

Dukat has no significant involvement with the Dominion and their forces during the early stages of their interest in the Alpha Quadrant, but the events that transpire sow the seeds of his later decisions. Dominion activity begins in 2370, when the Founders dispatch agents throughout the **Bajoran wormhole** to gather data on Alpha Quadrant powers, no doubt including the **Cardassian Union**. By the following year, the Founders' actions

in defense of their homeworld leads directly to the near-destruction of the **Obsidian Order**, Cardassia's secret police. Given Gul Dukat's well-known hatred for the order and its leader, **Enabran Tain**, it is likely that he becomes well-disposed toward the Founders for ridding him of a political enemy.

Unlikely allies

In 2372, the Dominion provokes outright war between Cardassia and the **Klingon Empire**. Dukat's attention is elsewhere at this time; he is forced to step down from his position of power in the Union following the discovery of his half-Cardassian, half-Bajoran daughter **Tora Ziyal**. Acting with uncharacteristic altruism, the determined Cardassian wages a one-man war against the Klingons aboard a captured **Klingon Bird-of-Prey**; rather than sit by and watch as his homeworld and people are pushed to the brink of destruction, he takes dire steps to reverse their fortunes. Unknown to all but a few trusted confidantes, Dukat makes

PROFILE ON A LEADER

NAME: Gul Dukat

BACK IN POWER: In 2372, Dukat rescues the Detapa Council, the civil leaders of the Cardassian Union, from a Klingon invasion, and proves that they have not been infiltrated by Changelings. He thus regains a position of power within the government.

SECRET DEAL: In 2373, Dukat conducts secret talks with the Dominion that lead to Cardassia becoming the first Alpha Quadrant allies of the Founders.

SEAT OF POWER: Dukat regains command of his beloved **Terok Nor** when the Dominion drives the Federation off the station. He is later taken prisoner by the Starfleet forces who retake the facility.



▲ Dukat's alliance with the Founders of the Dominion gives him back the command of **TEROK NOR**, but Captain Sisko's decision to leave behind his favorite baseball warns the Cardassian leader that Starfleet is planning to return.

contact with Dominion agents in 2373, and begins a series of negotiations. In return for fulfilling his dream of a strong, reinvigorated Cardassia, the Founders promise to make the Cardassian Union their base in the Alpha Quadrant. To this end, they promote

Dukat to **legatus**, the supreme commander of the military and ruler of his people. Dukat's arrangement creates a

dangerous shift of power in the Alpha Quadrant, as the Founders send a massive fleet of **Jem'Hadar Attack Ships** through the Bajoran

ALLY OR STOOGES?

★ In battle

Dukat's all-consuming lust for power blinds him to the real threat that the Dominion poses to Cardassia and its people.



★ Good start

In the early stages of their alliance, the Founders involve Dukat in strategic talks.

★ No worship

Dukat does not share Weyoun's belief that the Founders are gods, and will often question their orders.



Gul Dukat and the Dominion

wormhole and into Cardassian space. Within months, Dukat and the Dominion facilitator **Weyoun** drive back the Klingons and begin a campaign of extermination of the renegade **Federation** citizens known as the **Maquis**.

Dark truths

Gul Dukat's single-minded desire for Cardassian supremacy blinds him to any consideration that the Dominion are a threat, however; he either does not notice, or does not care, that as the architect of this unholy alliance he has ignited a fire storm that will rage for two more years, killing millions of innocents, destroying entire worlds, and eventually reducing much of his beloved homeworld to ash.

Fate, however, determines that Dukat is never to be a part of the Dominion's final defeat. At the close of 2373, the alliance still holds strong, and the combined might of a Cardassian and Jem'Hadar attack group drives out the **Starfleet** forces from space station **Deep Space Nine**, the strategically vital gateway to both the Bajoran wormhole and the Dominion's home territory in the Gamma Quadrant. Dukat's leadership brings him back to *Deep Space Nine*, once his command post, known as **Terok Nor** during the Bajoran occupation. He finds the wormhole blocked by a deadly minefield left behind by **Captain Benjamin Sisko**, however, and Weyoun's incessant demands that Dukat and his men bring down this barrier sow the first seeds of dissent and hatred between the



Vorta and the Cardassian.

For a time, Dukat basks in the power granted to him by the Dominion alliance, but beneath the surface he quickly comes to boil under the constant pressure from the Founders, applied via their mouthpiece Weyoun. Dukat even begins the first stirrings of a plot against his erstwhile allies at this point, in league with his second-in-command **Damar**, a trusted officer from his less successful days as commander of the **Groumall**, a lowly **Cardassian Freighter**. In addition, Dukat's renewed rule of **Terok Nor** is hampered by Bajoran liaison **Major Kira Nerys** and her refusal to accept his overtures of friendship, as well as her covert organization of an anti-Cardassian resistance cell aboard the station.

Dukat and Damar's machinations never get the chance to come to fruition. In 2374, on the eve of Dukat's preparation to destroy the minefield and reopen the wormhole for Dominion

★ Back home

*The former Prefect of Bajor, Gul Dukat, is delighted to regain his position as commander of **TEROK NOR**, and once again occupies his old office above **Ops**.*

reinforcements, **Starfleet Command** launches a counter-attack led by Captain Sisko aboard the **U.S.S. Defiant NX-74205**.

Final defeat

The Federation and its allies ultimately succeed in breaking the Dominion's hold over Bajor and the space station. In the confusion of the withdrawal from the facility, Dukat implores his daughter Ziyal to come back to Cardassia with him; she refuses, and is shot and killed by Damar, who considers her a turncoat.

"I think you misunderstand me. I'm not attacking the Dominion fleet . . . I'm joining it." — Gul Dukat

★ On the front lines

*Dukat is at the forefront of the battle to drive **Starfleet** forces off **DEEP SPACE NINE**.*



This moment is the turning point in Dukat's life, the shattering event that pushes him over the edge into a madness from which only death releases him. For the Founders, Dukat's purpose has been fulfilled, his avaricious greed for power having placed them in a position of great strength in the Alpha Quadrant. For Dukat, his involvement with the Gamma Quadrant's shapeshifting tyrants and their insidious minions have set him off on a path from which there is no turning back.

DUKAT AND DAMAR

Blood brothers

Throughout Dukat's bid for power, his loyal second-in-command, Damar, is constantly by his side. Damar seems happier to follow orders than give them, making him the ideal partner for the arrogant and dominant Dukat. The second's loyalty to his people and planet, however, goes far beyond his friendship to Dukat. Damar

shoots Ziyal when he sees her actions as

traitorous, and eventually betrays the Dominion, becoming the leader of a Cardassian resistance movement that frees the Union from Dominion oppression.



▲ High price of failure

Damar believes that Tora Ziyal dishonors her father's name and reputation.

◀ Partners

Dukat brings Damar, his loyal friend and longtime second-in-command, with him to the Dominion alliance.

▼ Favors

In 2375, Dukat returns to Cardassia surgically disguised as a Bajoran. He asks his former second, Damar, to help him wreak his final revenge on Bajor.



Biobeds: 2360's

Diagnostic and surgical biobeds have been an integral part of Starfleet sickbays for more than a century. The models in use in the 2360's display the latest refinements made to an ever-evolving branch of medical technology.

The medical welfare of Starfleet crews has been a hugely important issue since the beginning of space exploration, and Starfleet Medical is regarded as being at the forefront of medical research and treatment within the Galaxy. All Starfleet vessels have some form of emergency facility on board, with larger ships incorporating a wider variety of sophisticated medical systems inside custom designed sickbays or infirmaries. One particularly important piece of equipment is the **biobed**, which has been refined and developed over the years. This equipment has become the mainstay of diagnosis and treatment aboard Starfleet vessels, permanent bases, and space stations.

Variations on the biobed exist, but the units occupying the sickbay of the *Galaxy*-class **U.S.S. Enterprise NCC-1701-D** between 2364 and 2370 are typical of the designs of the time. Maintained by chief medical officers **Dr. Beverly Crusher** and **Dr. Katherine Pulaski**, the *Galaxy*-class primary care facility houses four treatment biobeds arranged around the interior wall of the main infirmary, with a fifth bed located in the center of the relatively large working area. The biobeds are permanently manned by four members of staff at any one time, and are separated from each other by circular columns set into the bulkheads, effectively blocking the view of a patient from their neighbor without restricting the movement of the medical personnel around the bed.

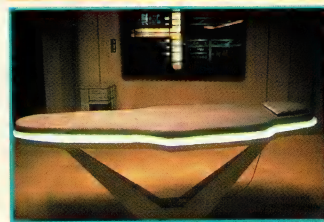
Hygienic design

The wall mounted biobeds stand at a height of around one meter, and are some two meters in length; they are constructed of a light-colored smooth material. The cream-colored framework shows up any contamination immediately, allowing medical staff to clean the biobed and reduce the risk of infection to patients and staff. The unit is supported by two angled beams running from the base and head of the biobed's flat underside. These rigid girders increase in thickness as they join at a narrow base, which is directly attached to the sickbay's floor. The base of the biobed is fixed into place, as any free standing design may be prone to instability during an attack on the vessel. A further connection point to the wall ensures that even the most violent movements of a patient will not affect the bed's integrity.

Patient comfort is an obvious priority within a sickbay, so the biobeds are designed for short

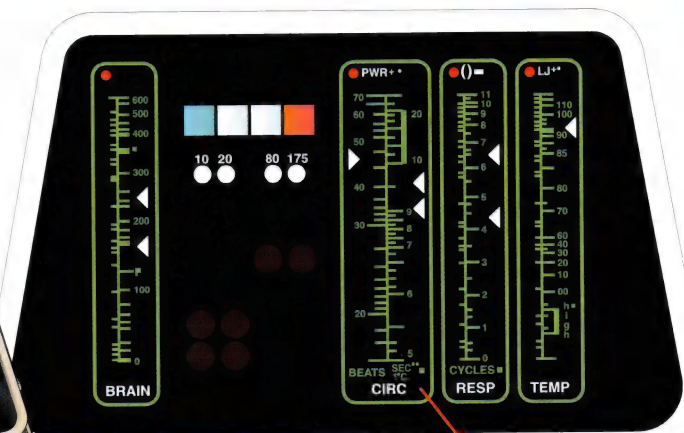
The simple design of the biobed belies the vital part it can play in saving the life of an injured officer light years from the nearest hospital.

Sickbays are equipped with a number of biobeds, so that several patients can be treated at once.



BIOBED

1 Instant support The standard biobed in a starship sickbay is a treatment table, a diagnostic tool, and a recovery bed all rolled into one.



The bed has a built-in pillow, slightly raised to support the patient's head.

The diagnostic screen at the head of the biobed monitors the patient's brainwave patterns, circulation systems, respiration, and temperature.

2 Human comfort The shape of the bed is designed to accommodate most humanoid species found serving on Starfleet ships.

The bed's mattress is made from a shiny material that can be easily wiped clean should it be soiled by blood from an injured crewman.

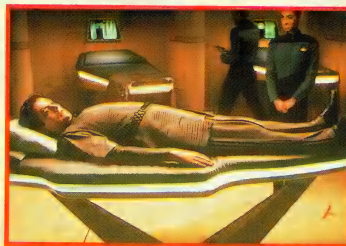
The sturdy biobed is supported on four strong but narrow legs positioned well under the main framework. This arrangement leaves room for additional equipment to be placed under the bed when needed.

Biobeds: 2360's

and long-term occupancy through the use of a dark gray colored, upper padded surface. This supportive non-slip material is continual on the single operating table bed situated in the center of the room, but sectional on the surrounding biobeds, so that the headrest can be tilted upward to maximize patient comfort. A thicker padded pillow is attached to the upper section of the bed, where the patient's head lies on the recovery beds around the wall, while the pillow on the separate main diagnostic bed is flatter and thinner. Temperature and lighting is regulated for the patient's comfort at all times, but conditions do arise where extra warmth or privacy is needed, so the biobeds have a thin coversheet placed at their base,

which can be pulled over the occupant when required.

One feature shared by all types of biobed is an indented, illuminated strip that runs around the entire outer edge of the unit. Recovery beds glow with a yellow-white light, while the main diagnostic and surgical beds have a bluer tint to the glow. The ledge formed by this strip allows a variety of additional pieces of equipment to be directly attached to the biobeds in order to carry out a variety of specialized procedures, from the treatment of plasma burns to major surgery. Taking power directly from the biobed, this support frame has a number of additional functions built into its sloping sides, creating a sterile field in which the surgeon can operate. Effectively turning the



▲ An extra pillow may be placed under a patient's head to provide extra support.

biobed into a life support unit, the framework supplements the sensors built into the biobed. In common with the biobeds themselves, frameworks can be adapted to a number of different life forms for purposes of delivering medication, offering cardiovascular and cerebral support, and emergency defibrillation.



▲ Extra biobeds can be set up in cargo areas or shuttlebays to cope with disasters.

All biobeds work in conjunction with a wide variety of medical equipment, including **medical tricorders** and scanners used by the examining physician. The delivery of constantly updated medical information on a patient is a vital function of the biobed, so the unit is designed to feed data back to the examining physician's tricorder, the connected 'clamshell' operating frameworks, or to a medical display panel. Display panels can take a variety of forms, but the *Enterprise's* sick-bay employs two basic types: an integrated small scale design, and a much larger wall-mounted screen.

Information at the ready

The smaller display panel is directly connected to the head of the biobed, and is set into a small framework on the wall above the patient's head. These displays can be reconfigured to give a great deal of information; a patient's condition is constantly monitored by the bed itself, as well as by medical software programmed by the attending physician. Various visual and audible alerts can notify the chief medical officer immediately of any danger to a patient; data may also be fed to the medical database, or information retrieved and fed to the readouts, allowing the doctor or nurse to make adjustments to the biobed as required.

Situated to the left-hand side of the main diagnostic and surgical biobed is a much larger wall display, which is able to show far more detailed information. The intricate sensors inside the biobed relay data on pulse, respiration, the activity of the brain, and a variety of other readings from the prone patient. This gives the attending doctor hugely detailed information that can instantly show the condition of an injured or sick person. The flexibility of the biobed's systems also provides instant feedback on the effectiveness of treatment, making these units an invaluable tool for the medical team.

SURGICAL BIOBED

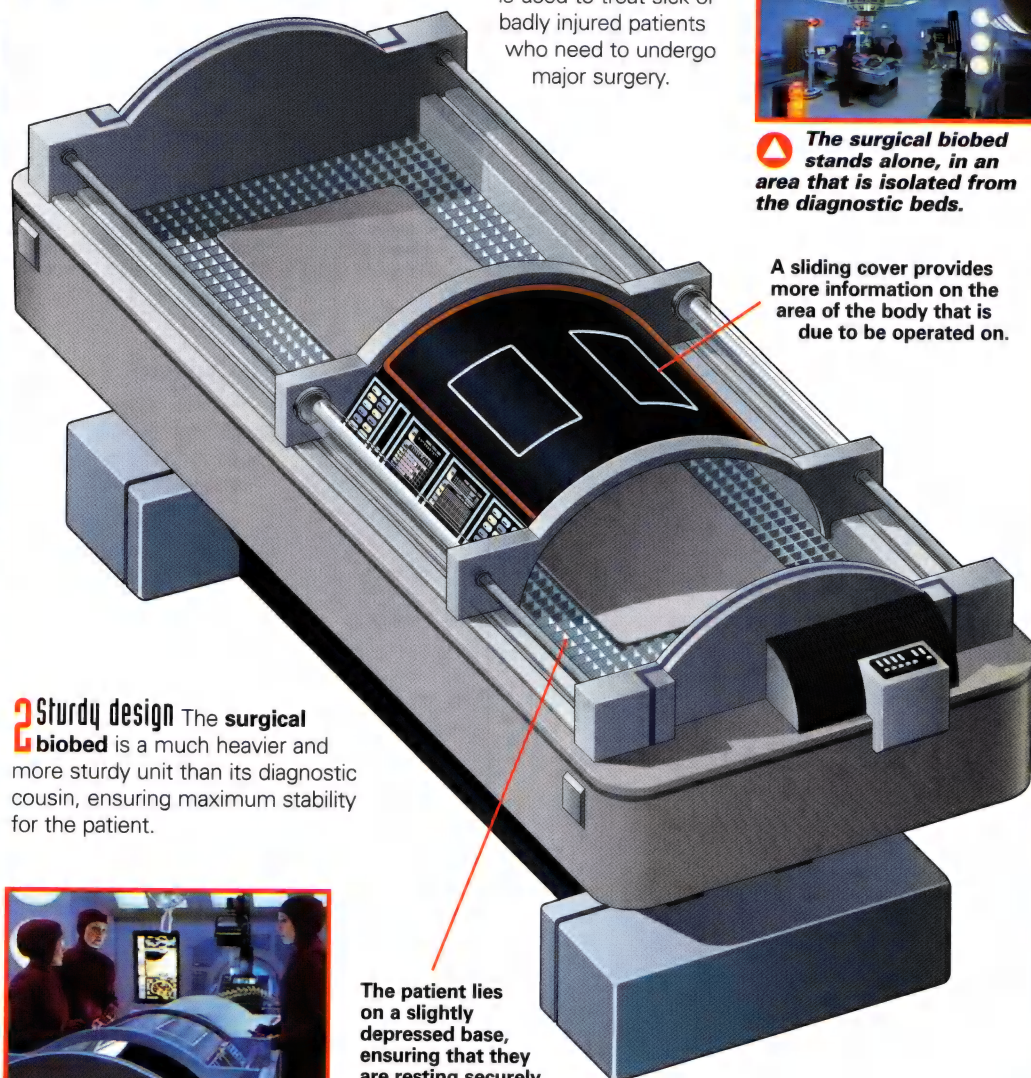
1 Operating table

The **surgical biobed** is used to treat sick or badly injured patients who need to undergo major surgery.



▲ The surgical biobed stands alone, in an area that is isolated from the diagnostic beds.

A sliding cover provides more information on the area of the body that is due to be operated on.



2 Sturdy design The **surgical biobed** is a much heavier and more sturdy unit than its diagnostic cousin, ensuring maximum stability for the patient.



▲ Several surgeons can surround the bed during delicate procedures.

The patient lies on a slightly depressed base, ensuring that they are resting securely during operations.

3 Under supervision A number of display consoles positioned around the bed closely monitor the patient's condition.



'Preemptive Strike'

Lt. Ro Laren is warmly welcomed back by the crew of the *U.S.S. Enterprise NCC-1701-D*, and is soon put to work by Captain Jean-Luc Picard on a secret mission. The Bajoran starts to have doubts about her duty to Starfleet, however, after she successfully infiltrates a Maquis cell.

Ro Laren is welcomed back on board the *Enterprise NCC-1701-D* after completing her **Advanced Tactical Training**. The newly promoted lieutenant's homecoming is cut short, however, when the *Enterprise* receives a distress call from a **Cardassian** vessel. **Captain Jean-Luc Picard** quickly puts Ro to work on the bridge, where they learn that the Cardassians appear to be under attack by **Federation** ships; closer examination reveals that these ships actually belong to the **Maquis**. The hostile actions of this rebel group are in direct violation of a treaty which governs the **Demilitarized Zone**. As the Maquis close in for the kill, Picard orders the *Enterprise* to lay down a **photon torpedo** spread. This breaks the Maquis ships' formation, forcing them to withdraw.

The injured Cardassians are taken on board the *Enterprise* and treated in sickbay, where Picard meets with **Gul Evkek**. He tells Picard that if the Federation does not act to stop its rebel colonists from violating the peace treaty, the Cardassian military will take matters into their own hands.

Volatile situation

Picard discusses the situation with **Admiral Nechayev**, and both reach the decision to send an undercover officer to infiltrate a Maquis cell. Nechayev believes that Ro is the best candidate for the job. The lieutenant's recent training qualifies her for the operation, and the fact that she is a **Bajoran** officer who has had past troubles with **Starfleet** may make her more convincing to the Maquis. Picard informs Ro of her mission, but she is reluctant to help the Cardassians – she has spent the best part of her life fighting them. Nevertheless, she accepts the assignment in order to validate Picard's faith in her.

Ro arrives on a planet in the Demilitarized Zone and begins her deception in a bar, posing as a Bajoran on the run for killing a Cardassian soldier. **Lt. Worf** and **Lt. Commander Data** enter the establishment claiming to be looking for a wanted Bajoran female, but receive no help from the bar's clientele. After they leave, Ro approaches a customer, **Santos**, who lied to the Starfleet officers for her. She learns that he feels the same way about Cardassians as she does.

CAPTAIN'S LOG

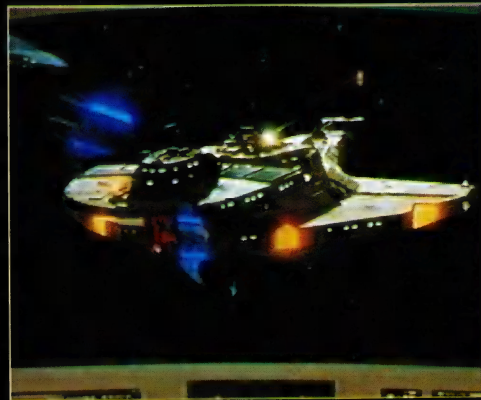
STARDATE: 47941.7

"The *ENTERPRISE* is en route to a briefing in the Demilitarized Zone along the Cardassian border. Meanwhile, we are celebrating the return of an old friend."

ON SCREEN...



1 Lt. Ro is taken aback by the warm reception she receives from her colleagues in *Ten-Forward*. The *U.S.S. ENTERPRISE* officers congratulate her on her recent promotion.



2 The *ENTERPRISE* picks up a distress call from a Cardassian vessel under attack by the Maquis. With the ship's shields down to 30 percent, the Maquis move in for the kill.



3 In the *ENTERPRISE* sickbay, Gul Evkek warns Picard that the Cardassian military is prepared to act if the Federation does not do something to stop the Maquis raids.



4 Admiral Nechayev is sympathetic to the plight of the Federation colonists on the border of the Demilitarized Zone, but still insists that the Maquis must be stopped.



5 Ro agrees to put her Advanced Tactical Training to good use, and goes undercover as a Bajoran fugitive on the run from Starfleet authorities.



6 Ro explains to a Maquis cell that she spent many years in Bajoran camps, and was forced to watch the Cardassians torture her father to death.





'Preemptive Strike'

Santos is suspicious of the Bajoran, however, and stuns her with a **phaser**.

Ro awakes in a Maquis settlement and is questioned about her past. The undercover officer claims she is sympathetic to the rebels' cause and wishes to join them. Santos runs a background check on Ro's story, which validates her claims. She is admitted into the small rebel cell and quickly befriends by the Federation colonist **Macias**, who reminds Ro of her father.

The Maquis learn that the Cardassians are smuggling biogenic weapons into the Demilitarized Zone, but before they can launch a preemptive strike they must acquire more medical supplies. Ro seizes this opportunity to prove herself to her cell, and offers to steal the necessary supplies from the *Enterprise*.

Ro is accompanied on her mission by the skeptical **Kalita**; she soon earns the woman's trust by successfully enabling their craft to penetrate the *Enterprise*'s shields. On board the starship, a secret message alerts Picard to Ro's presence on the intruding ship. The captain orders his bridge crew to allow the Maquis craft to complete its task.

Divided loyalties

Later, Ro returns to the *Enterprise* to meet with Picard and report the Maquis' suspicions that the Cardassians are supplying biogenic weapons to their own colonists in the Demilitarized Zone. Picard sees this as an opportunity to lure the Maquis into attacking a convoy of Cardassian ships, while the *Enterprise* lies in wait. Ro is uncomfortable with this plan, but is still determined to carry out her duty to Starfleet.

Returning to the Maquis settlement, Ro plants the seeds of misinformation that will lead to the discovery of the various cells. Macias discusses his plans for a victory celebration with Ro, but they are suddenly attacked by a group of Cardassians. Macias is wounded in the crossfire. His last words to Ro suggest that he hopes she will take his place in the Maquis cell. Macias's death has a strong impact on the young Bajoran.

Ro again meets with Picard in a bar, and tries to tell him that the Maquis are unlikely to fall into the Federation's trap. The captain is unconvinced, however, and Ro assures him that she will carry out his orders. Picard informs the lieutenant that **Commander William Riker** will accompany her, posing as her brother to guarantee nothing happens to obstruct the mission.

When the Maquis ships approach the Cardassian border as planned, Ro realizes that she cannot carry through with her mission. She fires a low intensity particle beam in order to reveal the location of the *Enterprise*, and the rebels break off their attack, retreating from the border. With a

phaser pointed at Riker, Ro tells him that she feels her place is with the Maquis. Her only regret is that she has let down Picard and the crew of the *Enterprise*. Ro then beams over to a Maquis ship, leaving Riker to return to the *Enterprise* to inform a disappointed Picard.

ON SCREEN...



7 Kalita is suspicious of Ro and accompanies her on a mission to steal medical supplies from the *ENTERPRISE*. Ro's success earns her trust, however.



8 Captain Picard realizes that Ro is on a mission for the Maquis and allows her small ship to penetrate the *ENTERPRISE*'s shields.



9 Before Macias passes away, he tells Ro that when an old fighter dies another will rise to take his place. Ro is deeply affected by the death of a man who reminded her so much of her father.



10 Ro calls another meeting with Picard at a bar on the planet. The undercover officer tries to convince the captain that his plan to lay a trap for the Maquis will not succeed.



11 Commander William Riker, disguised as a Bajoran, accompanies Ro on her mission. He is shocked when the lieutenant draws a phaser on him.



12 Riker relays Ro's apology to Picard. The captain is bitterly disappointed by the betrayal of an officer in whom he placed so much faith and trust.

STARSHIP FACTS

A Macias tells Ro that he loves hasperat, an eye watering, tongue searing, strong Bajoran dish similar to Earth's burrito.

A The Topin system contains an unstable binary star, which generates significant subspace interference.

'Afterimage'

Ezri Dax finds that life on *Deep Space Nine* is particularly uncomfortable. Her first counseling session with the Cardassian Garak proves to be a difficult assignment, and she is haunted by the presence of Worf, the husband of Dax's former host, Jadzia.

'AFTERIMAGE'

"It must be a little disconcerting for you knowing I have Jadzia's memories. No wonder you're uncomfortable."

— Ezri to Colonel Kira

Ezri Dax finds it difficult to adjust to life on station *Deep Space Nine*. She is intimately familiar with the senior officers, as she shares the memories of the Dax symbiont she now hosts, yet to these people she is a stranger. Only **Quark** and **Captain Benjamin Sisko** are comfortable in her presence, and **Worf** actively shuns her company. Ezri concludes that it would be best for all that she resume her previous career as assistant counselor aboard the *U.S.S. Destiny*. **Garak's** experience with the **Obsidian Order**, and desire to see the **Dominion** driven from **Cardassia**, have led to him being employed by **Starfleet** to decode Cardassian transmissions. The job seems to be causing his claustrophobia to resurface, however, making it difficult for him to continue working on the messages.

Sisko suggests that Ezri initiate sessions with the Cardassian tailor. At the first meeting, the two colleagues discuss Ezri's space sickness as much as her patient's childhood confinement, but this seems to work, and Garak resumes his decoding.

Ezri's promotion

An impressed Captain Sisko arranges for Ezri's promotion to lieutenant. He would like her to be appointed to *Deep Space Nine*, as the **Dominion war** constantly drains staff morale. Ezri declines the offer for fear of making life difficult for Worf.

Garak's recovery is only temporary. He harshly rejects Ezri's counseling, highlighting the confusion she feels over her multiple memories. Ezri recognizes some truth in Garak's words; she submits her resignation from **Starfleet**, and is astonished at Sisko's falsely unsympathetic attitude.

Before departing *Deep Space Nine*, Ezri again visits Garak. Their conversation prompts another seizure, but the root of his problem emerges: Garak is torn between ridding his people of the Dominion and knowing that his actions will result in the deaths of millions of Cardassians. Resolving the conflict, he decides to continue working for Starfleet, and acknowledges Ezri's help.

ON SCREEN...



1 Ezri Dax finds it difficult to know how to react to Jadzia's old friends. She is embarrassed to find herself walking along with her hands clasped behind her back, a habit of Jadzia's, and is very aware that she makes many of Jadzia's old colleagues feel awkward.



2 Ezri finds herself drawn to the Bajoran shrine, where Jadzia was murdered. A short talk with Colonel Kira makes her feel better, but she is still confused.



3 Worf and Ezri are equally uncomfortable in one another's company. The Klingon officer cannot get over the feeling that part of his dead wife lives on in the young Trill.



4 Garak's condition deteriorates and Ezri finds herself subjected to the full force of his fury. His attack is scathing, and stabs at the very heart of her own insecurities.



5 Hoping to learn what is bothering his Klingon friend, Miles O'Brien visits Worf's quarters with a bottle of bloodwine. Worf admits he is upset by Bashir's interest in Ezri, as he believes this dishonors the memory of his late wife.



6 Worf takes steps to resolve his problem with Ezri being on the station, at which point she decides to remain in Starfleet, and on *DEEP SPACE NINE*.

STARSHIP FACTS

A Dr. Bashir flirts with Ezri, who admits that had Worf not arrived Jadzia would have married him. An angry Worf violently warns Bashir not to disrespect Jadzia's memory.



'Take Me Out to the Holosuite'

An old rivalry between **Captain Benjamin Sisko** and **Captain Solok** is renewed when the **Vulcan** challenges the *Deep Space Nine* crew to a game of baseball in the holosuites. Sisko is dismayed to find that his team display more enthusiasm than aptitude for the game.

'TAKE ME OUT TO THE HOLOSUITE'

"Humans are often irked by such precision. Especially the more emotional humans."

— Captain Solok

Captain **Benjamin Sisko** renews an old rivalry with **Captain Solok** when the **Vulcan** officer visits *Deep Space Nine*. Solok believes that humans are deficient in every respect when compared with Vulcans, so to prove the worth of his senior officers Sisko agrees to host a **holosuite** baseball game.

Sisko thinks that the superior physical skills of the **Vulcans** can be overcome through courage and heart, qualities absent from Solok's team. Unfortunately for Sisko, his crew's enthusiasm outstrips their talent, particularly in **Rom's** case; the **Ferengi's** appalling practice display results in his removal from the team. His friends protest Sisko's harsh management, but Rom quells the unrest by conceding his own ineptitude.

Vulcan superiority

Sisko's rivalry with Solok dates back to their days at **Starfleet Academy**; Solok's disparaging comments about "emotionally handicapped humans" caused a drunken Sisko to challenge him to a wrestling match. The Vulcan's superior strength resulted in Sisko suffering assorted broken bones. Solok has since referred to the encounter in papers he has written on human emotional failures.

Kasidy Yates believes Sisko should tell his friends about this rivalry, but he is anxious to avoid further embarrassment over the incident. Against his wishes, Kasidy informs the team of Solok's opinions and insulting behavior, and a previously absent determination is instilled in the team.

During the big game, however, enthusiasm once again does not translate into runs. Things only get worse when **Odo**, serving as umpire, ejects Sisko following a disputed call. From the stands, the captain realizes that baseball should be played for fun, and he decides to involve Rom in the competition after all. Against all the odds, the Ferengi scores his team's only run, and Solok is also ejected from the game when he protests the resulting celebrations. Sisko is content with his team's performance, Rom's triumph having placed the **Niners'** heavy defeat in perspective for him.

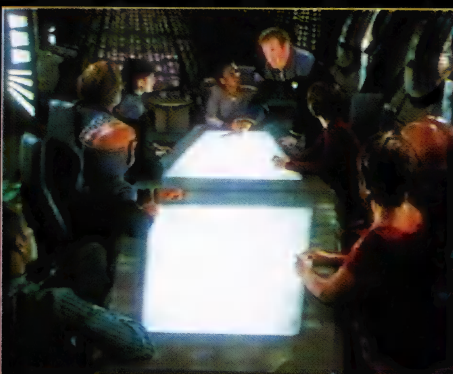
ON SCREEN...



1 Captain Solok's arrival on **DEEP SPACE NINE** brings about a new phase in the rivalry between him and Captain Sisko, as the two agree to play a baseball game.



2 Sisko's initial hopes that his team's emotional strength will outweigh the Vulcan's physical might are swiftly dashed at the first practice.



3 Against Sisko's wishes, Kasidy informs the team of the captain's ongoing feud with Solok. This serves to fire up the despondent team's will to win.



4 The Niners' failing hopes of a win are not helped when Captain Sisko is ejected for physical contact with the umpire during a dispute with Odo.



5 Sisko allows Rom to play in the final stages of the game purely for the fun of it, and he goes on to score the **DEEP SPACE NINE** team's sole run.



6 Solok's incomprehension that the **DEEP SPACE NINE** team choose to celebrate their loss is a source of great satisfaction to Captain Sisko.

STARSHIP FACTS

A When one of the Vulcan players misses home plate, Worf instructs an unsure Nog to "find him and kill him!"



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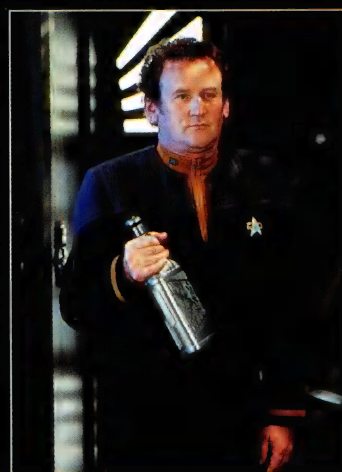
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STARSHIP FACTS

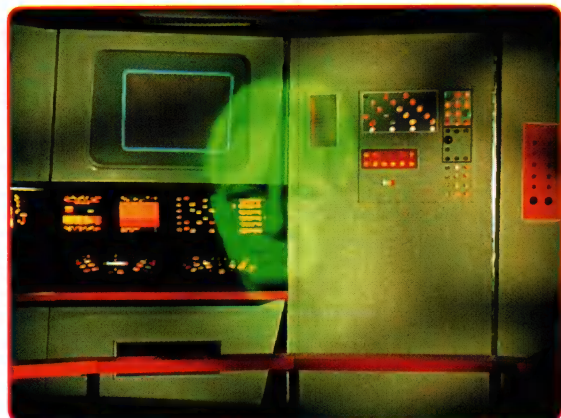
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T continued

Thann This **Vian** scientist assisted **Lal** during the analysis process that determined if the empath **Gem** and her species would be saved from extinction in 2268. (*Starship Log*: 'The Empath' [TOS]) **SEE FILES 18, 68**

Thasus This seemingly deserted planet was home to the **Thasians**, a race of noncorporeal life forms. The Thasians saved **Charles Evans**, a human boy who crashed on their planet, by giving him advanced mental powers. Unfortunately, Evans's powers made him dangerous to his own race, and he was returned to Thasus. (*Starship Log*: 'Charlie X' [TOS]) **SEE FILES 44, 68**



The Thasians contacted the U.S.S. ENTERPRISE NCC-1701 in order to return Charlie Evans to the planet Thasus.

Thed, Villus This short-range telepath was on **Odo's** 'most wanted' list while en route to **Deep Space Nine** in 2370. Odo's deputies were instructed to follow Thed covertly, keeping at least five meters distance to avoid empathic detection. (*Starship Log*: 'Second Sight' [DS9]) **SEE FILE 70**

Thei, Subcommander This **Romulan** first officer served under **Commander Tebok** in 2364. Thei's investigation into the destruction of several Romulan outposts near the **Neutral Zone** brought him into contact with **Captain Picard** and the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'The Neutral Zone' [TNG]) **SEE FILES 12, 69**

Thelev This **Orion** male formed part of a plot to prevent the planet **Coridan** from entering the **Federation** in 2267. Thelev disguised himself as an **Andorian** and murdered **Tellarite Ambassador Gav** aboard the **U.S.S. Enterprise NCC-1701**. He later stabbed **Captain James T. Kirk** before being captured. Thelev died by his own hand while in custody. (*Starship Log*: 'Journey to Babel' [TOS]) **SEE FILES 18, 68**

Thelka IV **Captain Jean-Luc Picard** once visited this planet, where he discovered an amazing dessert. He promised to prepare the dish for **Neela Daren** during their brief relationship. (*Starship Log*: 'Lessons' [TNG]) **SEE FILE 69**



Scientists Thann and Lal were Vians, an advanced race with the ability to save just one species in the doomed Minaran star system.

Thelusion flu The first officer of the **U.S.S. Lantree NCC-1837** was afflicted by this non-lethal, airborne virus in 2365. The aggressive immune system of the genetically engineered children at the **Darwin Genetic Research Station** on **Gagarin IV** attacked the flu virus and the carrier, causing both to age at a hyperaccelerated rate. As a result the entire crew of the **Lantree** died of old age. (*Starship Log*: 'Unnatural Selection' [TNG]) **SEE FILES 7, 31, 69**

Theoretical Propulsion Group This division of the **Galaxy-class Starship Development Project** was responsible for producing **warp drive** engine design specifications. **Dr. Leah Brahms** was a junior member of the team in the early 2360's, but had advanced to the position of senior design engineer by 2367. (*Starship Log*: 'Booby Trap' [TNG]) **SEE FILES 25, 43, 69**

theragen This nerve gas, occasionally employed by the **Klingons**, proved to be lethal if used in its undiluted form. **Dr. McCoy** prescribed a diluted theragen derivative, mixed with alcohol, in an effort to stop an outbreak of **spatial interphase insanity** on the **U.S.S. Enterprise NCC-1701** in 2268. (*Starship Log*: 'The Tholian Web' [TOS]) **SEE FILE 68**

thermal deflector unit This portable device is capable of generating a heat shield field 400 meters wide. Units can be cross-connected to generate a larger field. Six cross-connected units saved a group of colonists on **Bersallis III** from a fire storm in 2370. (*Starship Log*: 'Lessons' [TNG]) **SEE FILE 69**

thermal guidance sensor **Kovin** added this enhancement to the targeting mechanism in the **particle beam rifles** he traded with the **U.S.S. Voyager NCC-74656**. **Seven of Nine** believed that the thermal guidance sensor would increase the weapon's accuracy by 24 percent. (*Starship Log*: 'Retrospect' [VOY]) **SEE FILE 71**

thermal interferometry scanner This scientific equipment was carried aboard the **U.S.S. Enterprise NCC-1701-D** to capture and correlate data based on multiple heat readings. The **FGC-47 Nebula** was studied with this device, after it was properly calibrated. (*Starship Log*: 'Imaginary Friend' [TNG]) **SEE FILE 69**

Thaan
Thasus
Thed, Villus
Thei, Subcommander
Thelev
Thelka IV
Thelusion flu
Theoretical Propulsion Group
theragen
thermal deflector unit
thermal guidance sensor
thermal interferometry scanner
thermal inversion gradient
thermal layers
thermal stabilizers
thermal sweep
thermionic
thermoconcrete
thermologist
thermolytic reaction
Thesia, Jewel of
Theta VII
Theta 116
Theta Cygni XII
theta designation
theta flux distortion
theta radiation



The Orion spy, Thelev, disguised himself as an Andorian delegate, in order to prevent the planet Coridan from joining the Federation.



The antibodies of Darwin Station's genetically engineered children reacted aggressively to Thelusion flu.



thermal inversion gradient

This atypical atmospheric condition is the result of heated air being capped by a layer of cold air. This can cause instability and electrodynamic turbulence powerful enough to endanger a **Federation** shuttlecraft. (*Starship Log*: 'Innocence' [VOY]) **SEE FILE 71**



The U.S.S. DEFIANT fought JEM'HADAR WARSHIPS between thermal layers of a Class-J planet.

thermal layers

These fast-moving atmospheric disturbances formed around a **Class-J** gas giant planet. The planet was the location of a conflict between the **U.S.S. Defiant NX-74205** and two **Jem'Hadar Warships**. The *Defiant* maneuvered between the thermal layers to reduce hull stress during the battle. (*Starship Log*: 'Starship Down' [DS9]) **SEE FILE 70**

thermal stabilizers

Geordi La Forge prepared these planetary weather-control devices for **Hekaras II**, after gravitational shifts affected its climate. (*Starship Log*: 'Force of Nature' [TNG]) **SEE FILE 69**

thermal sweep

Dathan Alaris believed that this weapon, capable of vaporizing its target, was used to eradicate every **Enaran Regressive** that stepped aboard a resettlement transport. (*Starship Log*: 'Remember' [VOY]) **SEE FILES 18, 71**

thermionic

A **Class-Y** planet has sufficient thermionic radiation in its atmosphere to produce discharges powerful enough to collapse a starship's **deflector shields**. **Species 8472** used 13 thermionic generators to power their **Starfleet Headquarters Terrasphere** in 2375. Thermionic radiation is acutely toxic. (*Starship Log*: 'Demon' [VOY]) **SEE FILES 18, 42, 71**

thermoconcrete

This material, composed mostly of silicon, was used by **Starfleet** in the construction of emergency shelters. **Dr. McCoy** put the substance to a more unconventional use by applying it to the wounds of a **Horta** in 2267. The thermoconcrete sealed the silicon-based life form's injury. (*Starship Log*: 'The Devil in the Dark' [TOS]) **SEE FILE 68**



In 2267, Dr. Leonard McCoy treated one of his more unusual patients, a silicon-based life form, with thermoconcrete. The material sealed the Horta's phaser-inflicted wound.

thermologist

In the 24th century, this term refers to engineers who are familiar with the underground heat distribution of a planet or moon. A number of thermologists prepared the **Bajoran moon Jeraddo** for use as an energy source, so that its geologic heat could warm the homes of Bajoran citizens. (*Starship Log*: 'Progress' [DS9]) **SEE FILE 70**

thermolytic reaction

Adhar Ru'afo planned to use an injector assembly to begin a thermolytic reaction in the rings surrounding the **Ba'ku colony world**, so that he could harvest the **metaphasic**



particles with the **Son'a Collector Ship**. (*Starship Log*: *Star Trek Insurrection*) **SEE FILES 18, 42, 58, 80**

The SON'A COLLECTOR SHIP almost caused a thermolytic reaction in the Ba'ku colony world's metaphasic rings.

Thesia, Jewel of

This valuable item was the national treasure of the planet **Straleb**, and was traditionally presented to the bride of Straleb's leader. In 2365, the jewel was discovered to be missing and **Thadiun Okona** was accused of its theft. **Benzan**, the son of Straleb's ruler, later confessed to having given it to **Yanar** of the planet **Altec**. (*Starship Log*: 'The Outrageous Okona' [TNG]) **SEE FILES 18, 69**

Theta VII

This planet was the location of a **Federation** colony. In 2267, the citizens of Theta VII were made to wait for emergency vaccines while the **U.S.S. Enterprise NCC-1701** pursued a deadly **dikironium cloud creature**. (*Starship Log*: 'Obsession' [TOS]) **SEE FILE 68**

Theta 116

The star system where **Colonel Stephen Richey's** expedition aboard the **Charybdis** ended. **Klingons** charting Theta 116's eighth planet reported a nitrogen/methane atmosphere, as well as an average temperature of -291 degrees Celsius, and intense surface storms. (*Starship Log*: 'The Royale' [TNG]) **SEE FILE 69**

Theta Cygni XII

A planet situated between **Levinus V** and **Ingraham B**. Before 2265, the **Denevan neural parasites** arrived on Theta Cygni XII and infested the humanoid inhabitants. (*Starship Log*: 'Operation: Annihilate!' [TOS]) **SEE FILES 7, 68**

theta designation

This label was awarded to trustworthy **mirror universe** captives. '**Smiley**' **O'Brien**, a theta for many years, lost his status after he organized the **Terran resistance**. (*Starship Log*: 'Crossover' [DS9]) **SEE FILES 18, 70**

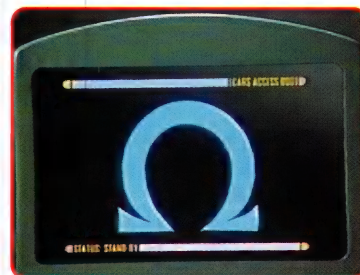
theta flux distortion

This spatial anomaly exists outside of normal sensor range, and is capable of breaching a warp core. In 2370, the **U.S.S. Enterprise NCC-1701-D's** emerging intelligence saw a theta flux distortion and independently warped the ship to safety. (*Starship Log*: 'Emergence' [TNG]) **SEE FILE 69**

theta radiation

This toxic radiation is composed of theta rays, a type of **subspace** energy. The crew of the **U.S.S. Enterprise NCC-1701-E** were inoculated against theta radiation poisoning before approaching **Zefram Cochrane's Phoenix**, after a **Borg** attack caused a leak in the throttle assembly. The **Malon** dumped theta irradiated waste in the **Delta Quadrant** rather than upgrade to **Starfleet-type radiometric converters**. (*Starship Log*: *Star Trek: First Contact*; 'The Omega Directive' [VOY]) **SEE FILES 18, 33, 71, 79**

The EMH inoculated Captain Janeway against the theta radiation found in the Omega molecule.





T continued

theta-band emissions

This form of **subspace** radiation was used as a communications medium. **Starfleet** theta-band communications frequencies A, B, and C could be disguised as normal subspace background radiation. In 2369, **Captain Jean-Luc Picard** investigated reports that the **Cardassians** had developed **metagenic weapons** that were deployed on theta-band carrier waves. (*Starship Log: 'Chain of Command', Part I* [TNG]; 'The Search', Part II [DS9]) **SEE FILES 69, 70**

theta-matrix composer

This **dilithium** recrystallizing mechanism was contained in a starship's matter/antimatter reaction chamber. **Geordi La Forge** told former warp field specialist **Sergey Rozhenko** that **Galaxy-class** composers were 10 times more efficient than those used aboard **Excelsior-class** starships. (*Starship Log: 'Family'* [TNG]) **SEE FILES 25, 69**

theta-xenon

According to junior science officer **Tuvok**, in 2363, this trace element was found in the **Beta Quadrant's Azure Nebula**. The nebula also contained **sirillium** gas, oxygen, argon, and fluorine. (*Starship Log: 'Flashback'* [VOY]) **SEE FILE 71**

thialo

This decision branch offered during the **Wadi** game of **chula** results in a player being sacrificed. **Quark's** thialo choice seemingly meant life or death for **Kira Nerys**, **Jadzia Dax**, and **Benjamin Sisko**. (*Starship Log: 'Move Along Home'* [DS9]) **SEE FILES 18, 70**



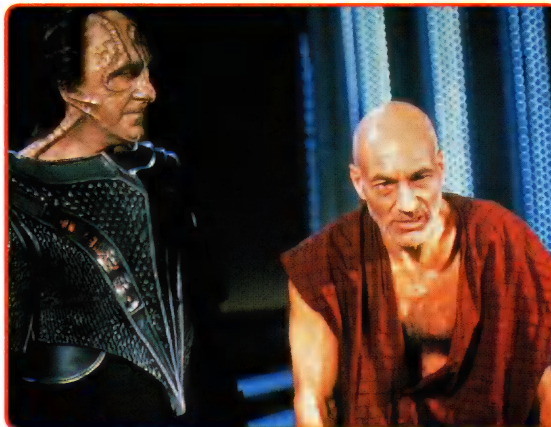
The Wadi introduced the game of **chula** to **Quark's** bar. The **Ferengi** barkeep hoped to make the correct **thialo** choice for his players.

Think human, talk human, be human

Species 8472 trainees lived by this mantra in their **Starfleet Headquarters Terrasphere**. **Valerie Archer** repeated it to **Chakotay** after their exchange had strayed from a typical **Starfleet** conversation. (*Starship Log: 'In The Flesh'* [VOY]) **SEE FILES 18, 71**

Think Tank

Captain Janeway applied this name to a small band of brilliant specialists who solved impossible problems, such as curing the **Vidiian phage**, in exchange for unique items. **Kurros** was the spokesperson of the group in 2375. (*Starship Log: 'Think Tank'* [VOY]) **SEE FILES 18, 71**



Captain Picard was captured by the **Cardassians** while on an undercover mission to investigate the source of **theta-band** carrier waves.

Third Battalion

Three soldiers from this **Cardassian First Order** regiment were left in stasis on the abandoned **Cardassian** space station **Empok Nor** in 2372. They awoke, pumped full of **psychotropic drugs**, in order to kill trespassers from a **Deep Space Nine** away team who ventured onto the station. (*Starship Log: 'Empok Nor'* [DS9]) **SEE FILE 70**

Third Fleet

This contingent of **Starfleet** ships were tasked with protecting Earth from a **Dominion** assault during the **Federation/Dominion** war. In 2375, the **Breen** broke through Earth's defensive forces and inflicted great damage on **Starfleet Headquarters** in San Francisco. (*Starship Log: 'Favor the Bold'* [DS9]) **SEE FILE 70**

Third Klingon Dynasty

Following a disastrous experiment in democracy, the **Klingon Empire** returned to imperial rule under the descendants of **Reclaw's Second Klingon Dynasty**. **Karana**, a former concubine, succeeded in claiming a position of power by pretending to be **Shenara**, Reclaw's daughter. **General Martok's** wife, **Sirella**, claimed descent from Shenara. (*Starship Log: 'You Are Cordially Invited ...'* [DS9]) **SEE FILES 11, 48, 70**

Third of Five

SEE Hugh

Thirty Sevens, the

In 1937, a group of 300 humans were taken from Earth by the **Briori** to the **Delta Quadrant**, and labeled the **Thirty Sevens**. Among these captives was the famous female aviator **Amelia Earhart**. (*Starship Log: 'The 37's'* [VOY]) **SEE FILES 18, 44, 71**

Tholians

This culture is renowned for its punctuality, intractability, and suspicious nature. **Tholian Web Spinners** created an energy web to ensnare the **U.S.S. Enterprise NCC-1701** in 2268. Relations between the **Tholian Assembly** and the **Federation** remained antagonistic after **first contact**, but had improved considerably by 2371. **Benjamin Sisko** purchased a Tholian silk scarf for **Kasidy Yates** with the help of a Tholian ambassador. In 2373, the Tholians signed a nonaggression pact with the **Gamma Quadrant's Dominion**. (*Starship Log: 'The Tholian Web'* [TOS]; 'The Icarus Factor' [TNG]; 'Life Support' [DS9]) **SEE FILES 18, 68, 69, 70**

theta-band emissions
theta-matrix composer
theta-xenon
thialo
Think human, talk human,
be human
Think Tank
Third Battalion
Third Fleet
Third Klingon Dynasty
Third of Five
Thirty Sevens, the
Tholians
Tholl, Kova
Thomas Paine NCC-65530, U.S.S.
Thompson
Thompson, Yeoman Leslie
Thopok
thorium
Thorne, Ensign
thoron
Thot
thought maker
thralls
Thrax
Three brothers who went to
Jo'kala, The
Three of Nine
Three Turn Bridge



Kurok spoke for his **Think Tank** colleagues when they encountered the **U.S.S. VOYAGER NCC-74656** in 2375.



Amelia Earhart was one of the **Thirty Sevens** abducted from Earth.



Tholl, Hova This humanoid from **Mizar II** was a self-described public servant. In 2366, Tholl was abducted from his private meditation and awoke as a captive of unknown forces. He was eventually joined in his confinement by **Captain Jean-Luc Picard**, **Esoqq**, and one of his captors masquerading as a **Bolian Starfleet** cadet. Tholl and his fellow abductees were the subject of an alien experiment to observe the chain of command. (*Starship Log*: 'Allegiance' [TNG]) **SEE FILE 69**

Thomas Paine NCC-65530, U.S.S. This **New Orleans**-class **Starfleet** vessel was commanded by **Captain Rixx**. Rixx diverted the *Thomas Paine* to **Dyttallix B** in 2364, in order to secretly rendezvous with **Captain Picard** to discuss suspicious activities within **Starfleet Command**. (*Starship Log*: 'Conspiracy' [TNG]) **SEE FILES 31, 69**

Thompson This officer was a member of **Tuvok's** security team in **Commander Chakotay's** chaotic space boxing hallucinations. Thompson and **Sharr** pointed **phaser rifles** at **Kid Chaos's** midsection. Chakotay dismissed them before shots were fired. (*Starship Log*: 'The Fight' [VOY]) **SEE FILE 71**

Thompson, Yeoman Leslie This young, female officer served on the **U.S.S. Enterprise NCC-1701** in 2268. Thompson was reduced to her chemical elements by the **Kelvans** before they took control of the ship, and was killed when **Rojan** crushed her dodecahedron form. (*Starship Log*: 'By Any Other Name' [TOS]) **SEE FILES 18, 20, 68**



⬅ **The Kelvans** were advanced life forms who could reduce humanoids to their basic chemical elements. In 2268, the Kelvan named **Rojan** killed **Yeoman Thompson** while she was in this state.

Thopok This **Klingon** warrior was the commander of **Lady Grilka's** guard in 2373. Thopok was outraged by the romantic overtures made toward his mistress by **Deep Space Nine's** **Ferengi** barkeep, and challenged **Quark** to combat. With the aid of **Worf** and **Jadzia Dax**, Quark defeated the Klingon bodyguard. Thopok was then discharged from Grilka's service with his honor intact. (*Starship Log*: 'Looking for par'Mach in All the Wrong Places' [DS9]) **SEE FILE 70**

thorium A radioactive material. The **mirror universe** **Cardassian** ore-mining facility, **Terok Nor**, and the **Caatati** of the **Delta Quadrant** relied on thorium as a power source. Direct exposure to thorium isotopes is harmful to humanoids. When **Commander Benjamin Sisko** asked **Chief Miles O'Brien** to put his son **Jake Sisko** to work, the engineer promised to have the boy up to his elbows in thorium grease. (*Starship Log*: 'The Siege' [DS9]; 'Day of Honor' [VOY]) **SEE FILES 70, 71**

Thorne, Ensign Engineering crew member on the **U.S.S. Enterprise NCC-1701-D** in 2367. Thorne was nearly killed in the **Mar Oscura Nebula** when a cryogenic control conduit exploded. (*Starship Log*: 'In Theory' [TNG]) **SEE FILE 69**

thoron Decaying **thorium** produces the radioactive isotope, thoron. **Starfleet** uses portable generators powered by thoron. Thoron fields can block or confuse scanners and **tricorders**. Thoron radiation can treat certain brain conditions, such as the memory virus. Both the **Ilari** and **Entharans** build weapons based on thoron, despite instability issues. (*Starship Log*: 'Emissary' [DS9]; 'Sacred Ground' [VOY]) **SEE FILES 70, 71**



Thot Rank in the **Breen Confederacy**. **Legate Damar** asked **Thot Gor** if a thot was equal to a legate, to which Gor bluntly replied that Damar's **universal translator** needed adjusting. (*Starship Log*: 'Strange Bedfellows' [DS9]) **SEE FILES 18, 70**

⬅ **Damar showed an ironic interest in Thot Gor's rank within the Breen Confederacy.**

thought maker An illegal **Ferengi** device that emits a thought-manipulating signal tuned to a specific victim. **DaiMon Bok** tortured **Captain Jean-Luc Picard** with a thought maker to avenge his son's death in the **Battle of Maxia**. (*Starship Log*: 'The Battle' [TNG]) **SEE FILES 14, 51, 69**

thralls See drill thralls

Thrax **Cardassian** chief of security for **Terok Nor's** Promenade until 2367. In 2373, **Constable Odo**, **Lt. Commander Jadzia Dax**, **Commander Benjamin Sisko**, and **Garak** experienced a shared telepathic reality in which Thrax played a role. (*Starship Log*: 'Things Past' [DS9]) **SEE FILES 36, 69**

'Three brothers who went to Jo'kala, The' Title of a **Bajoran** fable centering on three **kava**-farming brothers who squabbled over distribution of a cash windfall. The siblings eventually decided to give the money away in order to restore family harmony. (*Starship Log*: 'Starship Down' [DS9]) **SEE FILE 70**

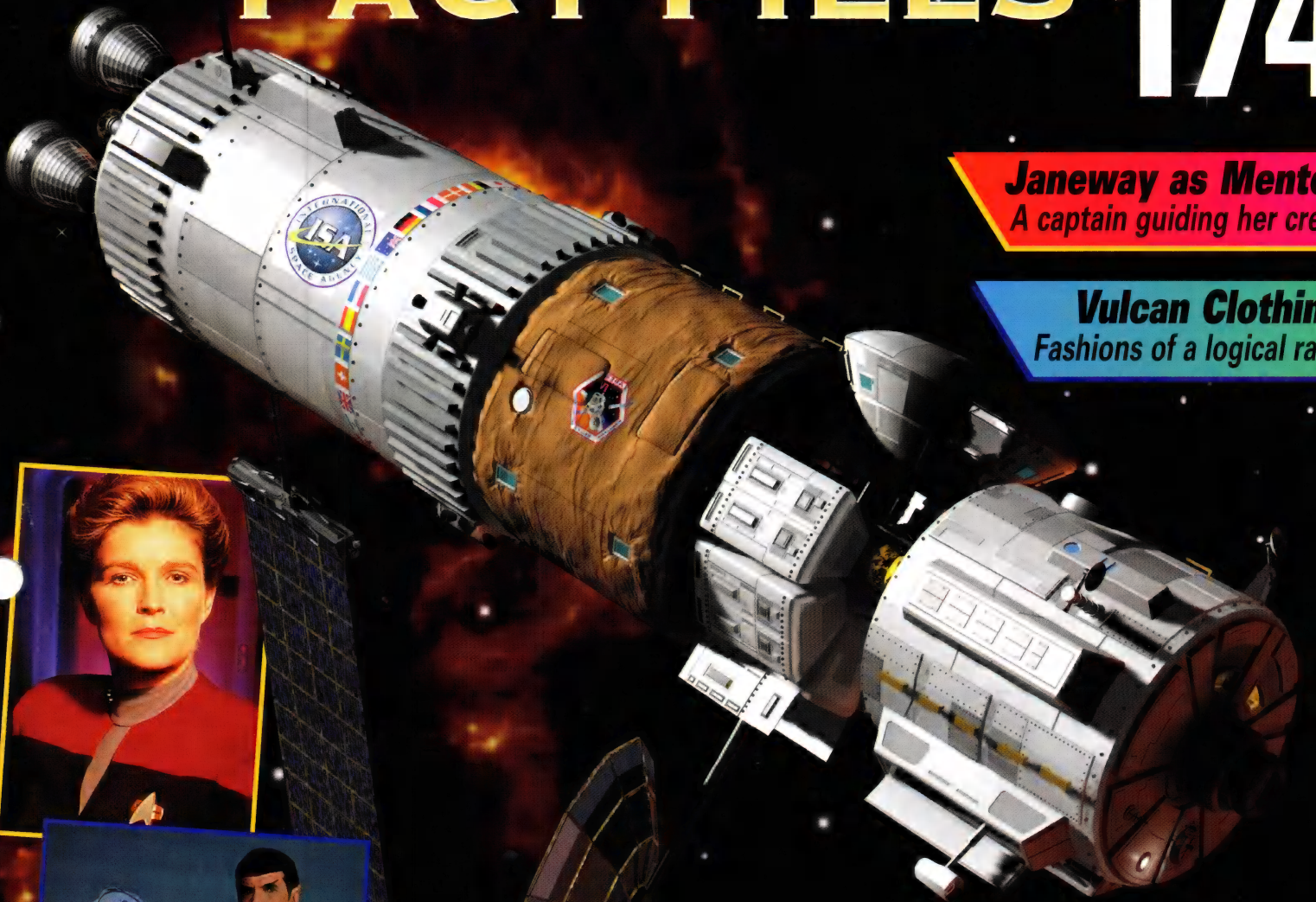


⬅ **Major Kira Nerys related the story of 'The Three brothers who went to Jo'kala' to a wounded Captain Sisko, aboard the U.S.S. DEFIANT NX-74205.**

Three of Nine One of the former **Borg** drones who contacted **Seven of Nine**, seeking to become an individual. Prior to assimilation, the drone's identity was that of **Marika Wilkarah**, an engineer on the **U.S.S. Excalibur**. (*Starship Log*: 'Survival Instinct' [VOY]) **SEE FILE 71**

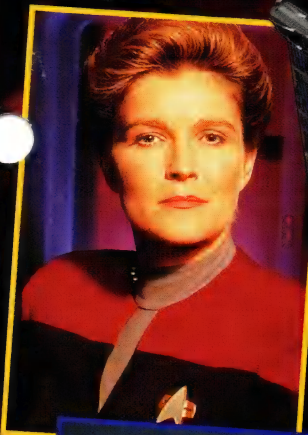
Three Turn Bridge In **Klingon** history this is the site where **Kahless the Unforgettable** single-handedly held back an army. In 2373, **Worf** used this story as evidence that one man can make a difference. (*Starship Log*: 'Let He Who is Without Sin...' [DS9]) **SEE FILES 11, 70**

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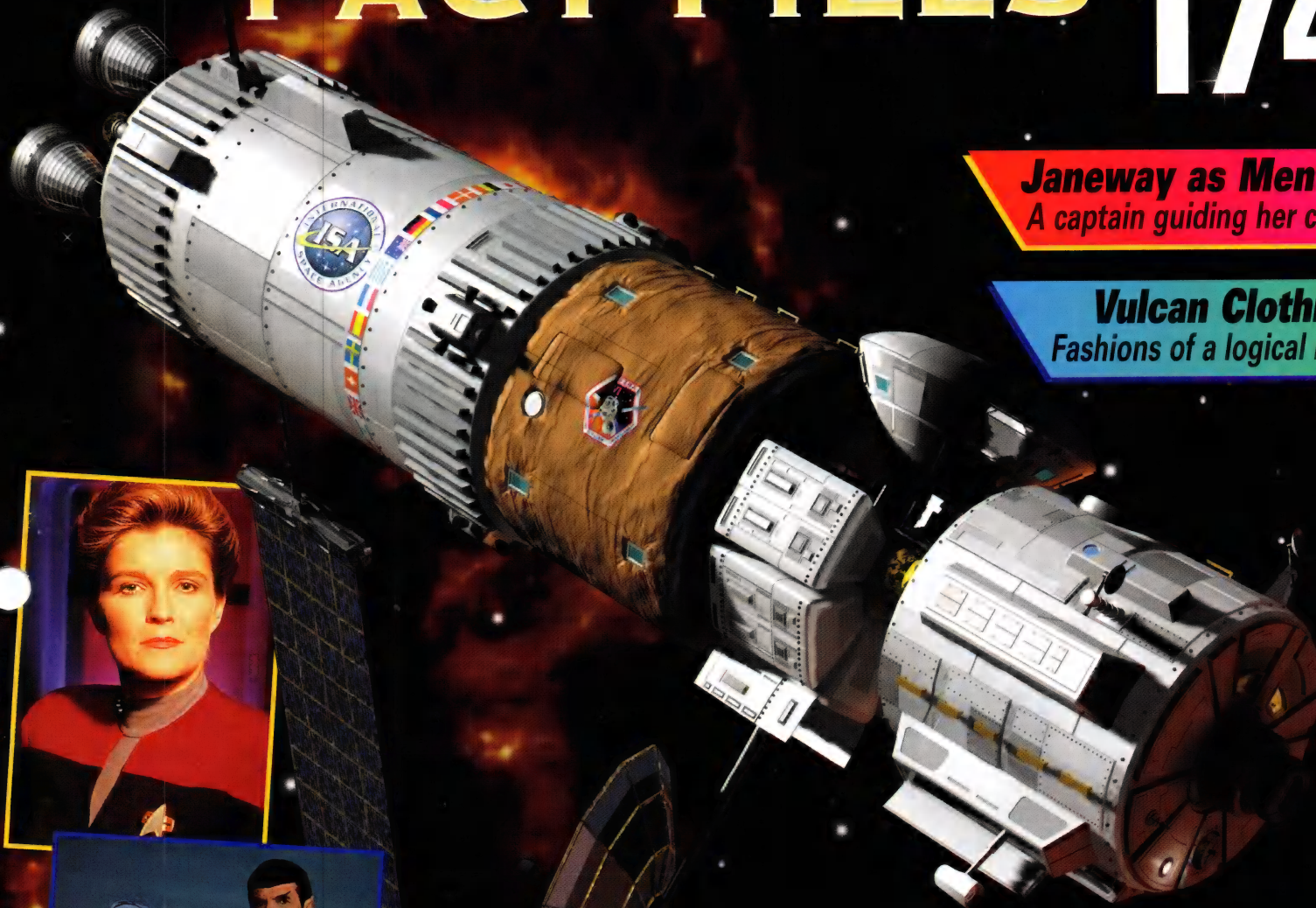
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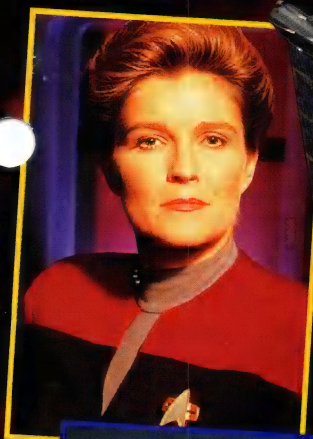
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Assistant Editors: Emma Tennant, Andrew Littlefield
Editorial Assistant: Tim Leng
Authors: Jennifer Cole, Chris Dows, Jonathan Freund, Peter Griffiths, Tim Leng, Frank Plowright, Beth Slick, Emma Tennant
Design: Martin Ritchie, Graham Miller
Art Coordinator: Emily Robertson-Heggs
Design Assistant: Preeti Patel
Artists: Rob Garrard, Paul Bates, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis
Associate Editor: Ben Robinson
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PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday



The Guide to the STAR TREK Galaxy

FILE 11

CARD 16A



THE KLINGONS AND THE DOMINION

The Dominion is an insidious threat, much like the shapeshifting Founders who rule it. Its relationship with the Klingon Empire is refreshingly straightforward, however; the two powers recognize each other as the enemy from day one.

The Klingon Empire likes nothing better than a good war, and in 2373 the warrior race gets its wish when hostilities break out with the invading Dominion. It is a perilous journey up to this point, and a long, bloody path to eventual victory.

At the start of 2372, a Klingon task force arrives at the remote station **Deep Space Nine** to fight "alongside their Federation allies." Having observed Dominion activity over the past year, the **Klingon High Council** is convinced that the **Gamma Quadrant** power is a mortal threat – and they intend to be ready for them.

The Klingons believe that the **Founders** have infiltrated the **Cardassian Union** – a theory based on the recent overthrow of the

Cardassian Central Command, and the transfer of power to civilian authorities. The Klingons use this as a pretext to attack, claiming their actions are protecting the quadrant. Even when the Federation informs their allies that an invasion will risk the historic **Khitomer Accords**, the Klingons press on with their plans.

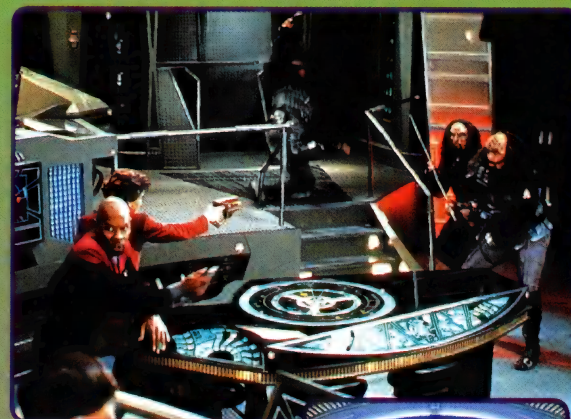
Changeling paranoia

The Klingons are highly paranoid about the Founders' shapeshifting ability, and insist on blood testing to check the veracity of their allies. There is an apparent lapse in their security, however, as the Dominion manages to replace the influential **General Martok** with one of their own kind and stir up the **Beta Quadrant** powers into debilitating bloodshed

and friction. The Martok Changeling is fortunately exposed and killed by a **Starfleet** infiltration team led by **Captain Benjamin Sisko**.

Later that year, however, the Klingon chancellor withdraws the empire from the **Khitomer Accords** in light of the Dominion threat; ironically the Dominion invasion is also responsible for their reinstatement in mid-2373. The Klingons are driven from Cardassian space by **Jem'Hadar** forces, in what is proclaimed by **Chancellor Gowron** as a dark day in Klingon history. The empire realizes it must stand with the Federation in order to defeat the Dominion.

In the six months of intense cold war and skirmishes that follow, the Klingons vigorously patrol the Cardassian border,



The Dominion threat prompts the Klingons to break the long-held Khitomer Accords.

The Klingon Empire sends a fleet to DEEP SPACE NINE.



watching for any sign of an invasion. A number of their ships go missing in the border zone, and violent clashes between Klingon vessels and Jem'Hadar ships are commonplace. The High Council pursues other avenues of warfare as well, such as aiding the resistance cell known as the **Maquis** in their fight against **Cardassia** and the Dominion. They supply 30 **Class-4 cloaking devices** on the understanding that the Maquis will install them

aboard their ships.

The real General Martok – freed from a Dominion prison facility and now commander of the Klingon garrison attached to **Deep Space Nine** – sounds the first alarm of the coming war in late 2373, while patrolling the Cardassian border in the **I.K.S.**

Rotarran. He then defends the **U.S.S. Defiant NX-74205** long enough for a **self-replicating minefield** to be activated at the mouth of the **Bajoran wormhole**.

Deep Space Nine falls, but the wormhole is secure and a combined Klingon-Federation task force takes advantage of the battle to cross the line into Dominion territory and destroy the enemy shipyards at **Torros III**.

The Klingons fight valiantly as part of the allied forces opposing the Dominion, but suffer heavy casualties during the dark days of early 2374. Klingon ships also perform crucial convoy duty and rescue missions, such as picking up Sisko and his crew when they are stranded on a distant planet. Chancellor

KLINGON HEROES

Good friend

In 2373, the **I.K.S. B'Moth** goes missing while patrolling the border of Cardassian space. The **I.K.S. Rotarran**, is dispatched to find it. This is the first of many successful missions for General Martok and his crew. Martok proves to be a great strategist during the war and is accorded much glory – a fact which Chancellor Gowron soon comes to resent.



Martok and Worf work well on the field of battle and win many victories against the Dominion.

Martok is initially afraid to cross the border. His confidence returns after Worf challenges him.



Martok proves himself to be a great warrior and strategist during the Dominion war.



GALAXY FACTS

In 2374, three squadrons of **Klingon Attack Cruisers** bolster the defense perimeter around the Doral system.

The Dominion halts the Klingon advance on Monac IV in early 2375. Casualties are estimated at more than 30 per cent.

Gowron takes some convincing to commit a fleet of ships to the retaking of *Deep Space Nine*, but just when the battle appears to be going badly, the Klingons sweep in to the rescue and open a hole in enemy lines. Their efforts allow Sisko to reach the wormhole and implore the **Prophets** to shut out Dominion reinforcements.

Glorious battles

Over the next two years the empire's fortunes are mixed, but the Klingons mount many successful campaigns against the Dominion. They play a major part in the taking of the **Chin'toka system**, the first major allied offensive of the war. Klingon warriors engage the Jem'Hadar, while Federation and **Romulan** ships destroy the **Cardassian orbital weapons platforms**,

then land divisions of Klingon ground troops on the system's twin planets.

The Klingons also attack the Cardassian colony **Septimus III** during 2375 and land 15 divisions, while a hit-and-run mission behind enemy lines incorporates attacks on the **Trelka V** starbase, the **Manora** shipyards, the Jem'Hadar breeding facility on **Sheva II**, and the Dominion supply depots in the **Borias Cluster**. This is accomplished under Martok's command with only five **Birds-of-Prey**.

In late 2375, Klingon ships, like those of the Federation and the Romulans, fall foul of a devastating energy-dampening weapon developed by the **Breen**. When a sole Klingon ship is

unaffected because of a piece of technical serendipity, however, the remaining ships in the fleet are adjusted accordingly. For a terrifying couple of weeks, the Klingon Empire is the only thing that stands between the Alpha Quadrant and the

Dominion. Their warriors continue to fight valiantly, although outnumbered 20 to one. They venture into Dominion territory in small assault groups and keep the enemy off-balance enough so that they cannot launch a major offensive. 1500 Klingon ships are deployed

in one go.

The Klingon effort is hampered in the short term when Chancellor Gowron takes personal charge of the campaign, orchestrating it foolishly for his own political ends. This is prevented, however, when he is killed and Martok replaces him as chancellor, prosecuting the final days of the war to a successful conclusion for the empire.

Hope for victory

At the end of 2374, Martok tells Captain Sisko and Starfleet's **Admiral William Ross** that the Klingons and the Federation will stand on Cardassian soil and drink **Klingon bloodwine** by this time next year. Following the final assault on Cardassia, and the total surrender of the Dominion, the general's prediction is proven correct. The Klingon Empire will require at least a decade to recover from the wounds it receives in the terrible war, but it is the Dominion that pays the ultimate price for engaging this proud warrior race in battle.

The Guide to the STAR TREK Galaxy

FILE 11

CARD 16A



THE KLINGON EMPIRE

THE KLINGONS AND THE DOMINION

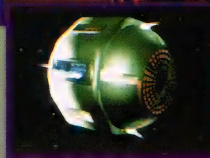


THE KLINGON EMPIRE



Sisko's infiltration team is equipped with polaron devices to expose a Klingon Changeling.

The Martok Changeling is uncovered during a Klingon ceremony held on the planet Ty'Gokor.



The Klingons help deploy Rom's self-replicating mines.



PRISONERS OF WAR

Asteroid prison camp

When a Federation post picks up a distress call from Enabran Tain, Captain Sisko loans Garak a **Runabout** to rescue his father. The Cardassian is accompanied by Worf, but the two are captured by the Jem'Hadar and taken to the asteroid prison Dominion internment camp 371. Here, they find that General Martok and Dr. Julian Bashir have also been captured. Fortunately, Garak manages to facilitate their escape by activating a subspace transmitter and beaming his comrades onto the **Runabout**.



Odo incorrectly senses that Chancellor Gowron has been replaced by a Changeling impostor.



The prisoners in the Gamma Quadrant prison camp are regularly forced to fight with their brutal Jem'Hadar guards.

Worf discovers that the real General Martok and Dr. Julian Bashir are imprisoned on Dominion internment camp 371.





The Guide to the STAR TREK Galaxy

FILE 8 CARD 8



VULCAN CLOTHING

The Vulcans are an advanced race, but their mode of dress is influenced far more by the extreme climate of their world than by their technological prowess. Their ornate robes and cloaks hark back to the race's peaceful heritage.

The Vulcans are a technologically sophisticated race, but their choice of clothing can seem primitive next to the fashions of Earth.

The outfits worn by the crew of the *T'plana-Hath*, the vessel that makes **first contact** with the human race in 2063, are typical of Vulcan styles: long, rough-woven hooded cloaks worn over floor-length robes, all in natural tones. The outfits may look bulky and impractical to human eyes, but evidently do not inhibit the Vulcans' ability to carry out their day-to-day tasks.


Vulcan fashions are reminiscent of the clothing worn by some human cultures living in climatic extremes, similar to the conditions found on Vulcan.

The logical race's outfits often incorporate head gear to shade the wearer; this may be a loose hood pulled up over the skull, an elaborate hat, or a light scarf wrapped around the head and neck. Women in particular wear silken scarves, and tend to keep their hair covered.


Mono-colored

Both sexes favor natural colors in pale creams through to rich red-browns, and women often also wear pastel colors, such as powder blues and peaches.


Vulcan robes tend to be of a single color, with little patterning. Outfits are embellished through the use of elaborate jewelry, including heavy necklaces, brooches to fasten robes

 **The heavy black robes worn by a Vulcan master during the Kolinahr are typical of the race's more ornate ceremonial clothing.**



 **Many Vulcan ceremonies require the participants to wear special outfits, such as the silver tunics donned for the Koon-ut-kal-if-fee marriage challenge.**




 **Children at the fal-tor-pan ceremony wear pointed scarlet hoods and simple white robes.**



 **Vulcan women often cover their hair and necks with a garment similar to the wimples worn by the Christian nuns of Earth.**



 **Following her marriage to Sarek, the human Amanda Grayson dresses in quite ceremonial Vulcan outfits, and keeps her human ears covered.**

 **Fal-tor-pan attendants wear long white robes with wide sleeves.**





The Guide to the STAR TREK Galaxy



THE
VULCANS

FILE 8 CARD 8

VULCAN CLOTHING

THE
VULCANS

En route to the Babel conference, Vulcan Ambassador Sarek wears a more modern, close-fitting dark tunic with an ornate design across the chest, and tight black pants.



and cloaks in place, and rings. In general, there appears to be little difference in style between the outfits worn by males and females, although women's clothing may be of a finer material.

Lack of a uniform

It is not known for certain if Vulcans have anything resembling a standard uniform, such as those worn by **Starfleet** or **Federation** personnel. They sometimes don a simpler outfit – a dark tunic over tight leggings – for formal occasions such as the **Babel conference**, but are just as likely to retain their more ornate garb. The revered Vulcan Ambassador Sarek

often addresses the Federation Council in decorative, but very formal Vulcan dress.

Ceremony plays an important part in Vulcan culture, and many rituals require specific outfits. The participants in the **Koon-ut-kal-if-fee**, the challenge to a marriage ceremony, wear shirtless tunics and tight pants that afford a greater ease of movement than the heavy robes. Officials at such religious ceremonies as the **Kolinahr** and the **fal-tor-pan** wear especially elaborate robes; the latter are aided by attendants who wear simple, white dresses.



The female attendants at Spock's fal-tor-pan ritual wear ornate headgear and simple white robes made from a light, chiffon-like material.

When Sarek first comes aboard the U.S.S. ENTERPRISE, he is dressed in a less ceremonial Vulcan outfit, perhaps to make the humans feel more at ease.



Sarek dresses in elegant floor length white robes during the concluding phase of his negotiations with the Legarans in 2366.



VULCAN FACTS

A representation of Surak, encountered by the crew of the U.S.S. Enterprise NCC-1701 in the 2260's, suggests that Vulcan fashions have changed little in two millennia.

The only bold primary color favored in the Vulcan wardrobe is scarlet, and this seems to be reserved for ceremonies.



Sarek often wears dark robes when he attends Federation meetings. His style of dress can look incongruous next to the precise military outfits of Starfleet.



Heavy, ornate collars and large rings appear to be typical of Vulcan jewelry.



Even female Vulcan Kolinahr masters tend to keep their hair covered with light scarves.

FILE 22 U.S.S. ENTERPRISE NCC-1701-A

SHIP:

U.S.S. ENTERPRISE NCC-1701-A

SECTION:

MAIN ENGINEERING

LOCATION:

DECK 19

Following the destruction of the refitted original *Constitution*-class *U.S.S. Enterprise NCC-1701* in 2285, Starfleet decides to construct a new *Constitution*-class vessel, one which would share many external characteristics with its 41 year old predecessor. When it launches in 2286, the *U.S.S. Enterprise NCC-1701-A* is slightly larger and carries significant internal modifications that utilize state-of-the-art equipment and design, including a redesigned Main Engineering section.

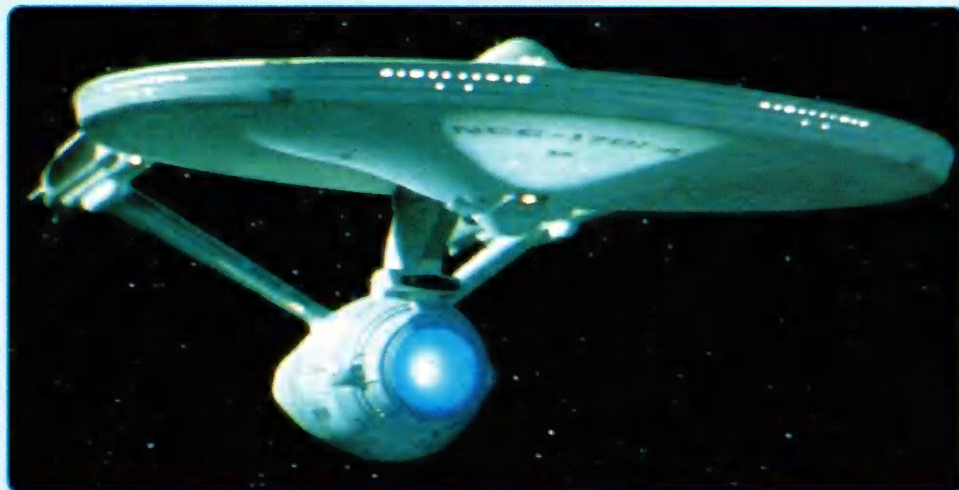
Much of the ship is not flight-worthy for its first mission in 2287, although the engineering department does not suffer the same problems as the modified *U.S.S. Enterprise NCC-1701*, a testament to the hard work put in by **Captain Scott** during the preparation of the new vessel. The main work space of engineering remains on Deck 19, while the size of its overall area has been expanded in order to accommodate the new **warp core** design, necessary to power the sleeker and more efficient **warp nacelles** on the new *Enterprise*. The larger engineering crew complement also proves essential for the effective running of the ship's upgraded and redesigned power systems.

Heart of a starship

The heart of the engineering section still remains the main warp core stack, very similar in location and design to its descendants. Running vertically from the smooth-decked floor to over two storeys in height, the stack consists of a number of circular translucent tubes built on top of each other. They are contained by even narrower vertical runners, which are attached to a thick collar at the top and center of the unit. When warp power is engaged, the individual loops light up in a descending fashion, showing the relative activity of the matter/antimatter reaction set into the reaction chamber at the base of the stack. Consequently, the higher the warp factor, the faster the warp core stack illuminates, giving off a soft blue glow to the immediately surrounding area.



On its maiden voyage in 2287, the *ENTERPRISE* is twice attacked by a **KLINGON BIRD-OF-PREY**. The vessel manages to escape the first attack unscathed, while in orbit around *Nimbus III*. It later encounters the hostile ship again while orbiting a planet located beyond the Great Barrier.



In 2286, the *U.S.S. ENTERPRISE NCC-1701-A* is launched. Its predecessor was destroyed on the command of Admiral James T. Kirk, who is also put in charge of the new *ENTERPRISE*. The slightly bigger **CONSTELLATION**-class ship features state-of-the-art Starfleet design, including an enlarged Main Engineering section.

Encircling the top of the stack is a metal walkway, where staff can monitor the efficiency of the warp reaction and gain an excellent view of the engineering section. The walkway can be accessed via metal ladders built into the

section's bulkhead; for safety's sake the walkway is equipped with two safety rails.

The rear of the warp core reaction chamber is connected to a set of thick, illuminated power transfer conduits, which run off to the port and

UNDER ATTACK

Job risks

Main Engineering can often be a dangerous department to work in, as the staff are vulnerable to any attacks directed by enemy ships at the heart of the vessel – the warp engines. This aside, there are also many day-to-day perils involved in working within such close proximity to the warp core. Certain safety equipment is provided within the department, such as the double safety rail running along the upper walkway. Nevertheless, engineers have to work with caution at this height, as any sudden movements can potentially throw the operative off-balance and send them flying over the rails. Additionally, if plasma or gas is vented from the illuminated grilles on which the reaction chamber is seated, it will travel directly upward and outward from this position. In the event of an escape, therefore, personnel must return to deck level immediately via the inbuilt metal ladders.

In 2293, the engineering department experiences these dangerous conditions when the *U.S.S. Enterprise NCC-1701-A* endures a devastating attack from General Chang's cloaked *Klingon Bird-of-Prey*.

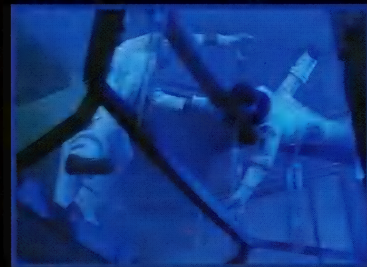


Chief Engineer Montgomery Scott's years of experience help him to keep a cool head during the crisis.

General Chang's attack compromises the *ENTERPRISE*'s shield status.



Starfleet engineers work in perhaps the most hazardous department of a starship.

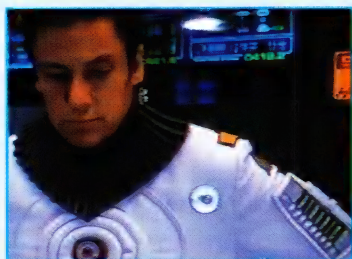


Engineers are sent tumbling over walkways when the *ENTERPRISE* is attacked in 2293.





MAIN ENGINEERING



▲ **The nature of their job means that the engineering personnel often work in close proximity to the warp core reaction chamber. For this reason they are supplied with thick protective engineering suits.**

starboard warp nacelles. Access to this area is not as open in design as the rest of the engineering department, which is taken up with a number of open-plan sections dedicated to specific control functions. Running around the base of the reaction chamber are a series of sloping, smooth surfaced dark control panels, which surround over three quarters of the circumference of the chamber and are connected by angled sections at their corners. The close proximity of the engineers to the reaction process calls for a physical barrier to be put in place, and this takes the form of a thick, transparent, curving wall, which stands directly in front of the engineering team while they work in close proximity to each other. One side of the control surface can accommodate up to four crew members at any one time, and the touch sensitive controls are designed to be used with the thick ribbed gloves worn by engineering personnel of this period.

Engineering displays

Directly behind the port warp control console is a bulkhead wall with a number of high visibility screens set into it. The typical default layout is a side and top elevation of the *Enterprise*, followed by a second overhead panel showing various propulsion data, although these displays can change to show different information. The close proximity of the display screens to the warp core control benching allows the crew to work easily between the two sets of interfaces. They can also keep a close watch on the alert condition monitor, situated on the right hand side of the bulkhead, which notifies the crew of ship's status with both a visual and audio alarm. Additionally, the main ship's tannoy can also be heard throughout the entire engineering section.



▲ **The top stack of the warp core is encircled by a metal walkway equipped with a double safety rail. The engineers can access the walkway from ladders built into the bulkhead, and thus keep an eye on warp reactions.**

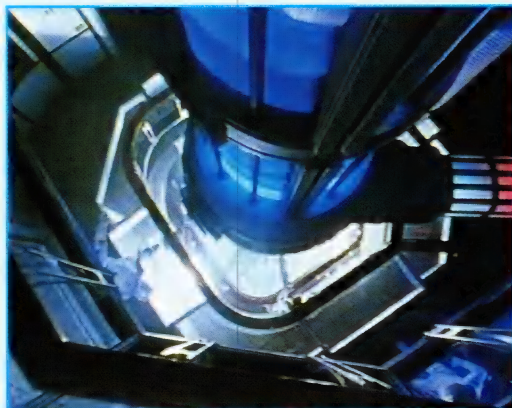
With up to 14 personnel working within the area at any one time, Main Engineering requires plenty of space away from the warp core, and it features a number of readout screens set into flat, smooth bulkhead walls standing some meters away. Illumination tends to lessen toward the stack and increase in brightness as one moves away, with approach corridors, in particular, very well lit. Set into the ceiling are the main isolating doors, which seal off the warp compartment if a major breach or leakage occurs, sliding automatically into place in case of emergency.

Chief engineer's office

Captain Scott has a small ante-room that uses wide circular portals instead of doors, giving an illusion of space with its use of light colors and neutral lighting. Cream-colored bulkheads have large black display panels built into them, showing illuminated circuit diagrams in blue. There is also a larger display panel that runs from the deck to the low ceiling, with its pulsating conduits giving the starship's chief engineer a clear visual representation of the engine's condition. A smaller, stand alone console, similar to those found in the ship's transporter rooms, is supplied, from which the engineer can conduct audio communication with the bridge and control various functions via touch sensitive technology.

A great amount of data is available in this area, although it is only a short distance to the all-important engines and the main warp core readout screens. This allows the chief engineer to access all primary systems with only a minimum amount of effort required. It is just such attention to detail and practical design that helps the various incarnations of the *U.S.S. Enterprise* to continually operate at peak performance.

▶ **The view from the upper levels of Main Engineering reveals the sheer size of the starship's warp core. Its illuminated, translucent tubing runs vertically through two levels of the department. At high warp speeds the stacks pulsate at a faster rate and emit a low hum.**



◀ **When Sybok hijacks the ENTERPRISE in 2287, he puts its warp engines and shield integrity to the test by setting a course for the Great Barrier. Fortunately, the ship becomes the first Federation vessel to safely pass through the energy field.**



▶ **It is thanks to the dedicated efforts of Captain Montgomery Scott, and his hardworking team of engineers, that the new U.S.S. ENTERPRISE NCC-1701-A is able to be launched early on an emergency mission to Nimbus III. Scotty takes great pride in the fact that he can always finish a job before the allotted deadline.**



NAME:

U.S.S. DEFIANT

REGISTRATION No:

NX-74205

PLAN:

CREW QUARTERS

Designed as the prototype for a fleet of **Starfleet** battleships, the **U.S.S. Defiant NX-74205** stands as a model of efficiency and minimalist design. All the vital functions and systems of a much larger class of vessel are contained within its concentrated four decks, but because of the space limitations, many of the facilities necessary for a sustained mission have been reduced in scale. This includes the quarters supplied to the crew, which hardly compare to the relative luxury offered by a **Galaxy-** or **Intrepid-**class vessel. The **Defiant**-class is not intended to support a crew's family, or even civilian support staff, so the quarters do not need to be large or well furnished.

Location

Crew quarters are located on Decks 1 and 2. The senior command staff's quarters are in close proximity to the bridge on Deck 1; arranged in a semicircle around the forward command area, these rooms can house up to 20 personnel, and are located within easy reach of **turbolifts** connecting to the rest of the ship. In case of emergency there are two escape pods situated in the main corridor that connects the accommodation, allowing a swift evacuation of the crew from duty stations as well as from their quarters.

Deck 2 has more crew quarters situated at a variety of locations, again connected by a series of access corridors. Two sets of rooms are located on either side of the computer core, toward the center of the ship, while the majority of the quarters run from port to starboard in close proximity to the Infirmary, science laboratories, and mess hall. Unlike on other **Starfleet** vessels, most of the **Defiant**'s quarters do not include their own toilet or bathing facilities, so there are a number of self-contained bathrooms adjacent to the individual sleeping areas. The compact size of the **Defiant** means that personnel are never more than a few minutes from their duty stations, allowing an extremely fast response time when a red alert is called.

Passengers not used to such basic combat designs may find it hard to adjust to the spartan interiors and relatively drab decor of the



▲ The spartan crew quarters on the **U.S.S. DEFIANT** reflect the vessel's status as a ship of war rather than peaceful exploration.

Defiant's crew quarters. **Starfleet** personnel may also find the transfer from more spacious conditions difficult, although the intensity of the ship's missions often leaves the crew so exhausted that all they require is a place to rest. All the crew quarters are virtually identical, with only the layout of the beds changing from one wall to its opposing side, depending on the room's relative position to the external corridor.

Cramped conditions

Entered and exited through a single sliding door, the accommodation is basically rectangular in shape, around three meters in length and two and a half meters wide. Some of the quarters are L-shaped, and have a low desk and chair supplied with them, forming a small personal work station. Even with the open rectangular configuration, there is not a great deal of room for the occupants, although some storage is available for personal effects and clean uniforms within bulkhead drawers set into the wall. Seating is provided in the form of a low backed chair, which may be situated along the wall facing the sleeping area.

All of the sleeping facilities are provided in the form of bunk beds, meaning that the majority of the crew have to share their quarters with a colleague. Lower ranks could well have experienced similar sleeping arrangements on other ships. The higher ranks may be given a room to themselves, although accommodation will have to be shared if a larger crew complement is required, or other personnel are rescued and taken aboard.



▲ The crew sleep on recessed bunk beds that are comfortable, but only slightly larger than a typical humanoid.

The bunk beds run along the entire length of one wall, and are constructed out of a light brown, colored material matching the smooth interior walls of the quarters. Rectangular access hatches allow the crew member to reach the upper or lower bunk, although great care has to be taken when sitting up out of either bunk as there is minimal headroom. The highest bunk is just over a meter in total height, allowing a crew member to easily enter and exit the bed without the use of ladders. The actual sleeping surface is made up of a flat, light brown, padded mattress. Situated into the rear upper edge of the bunk's interior are a series of narrow strip lights, which give off a soft white glow when activated; when switched off, the bunks are more than dark enough to allow the crew member to sleep.

Lights out

The main lighting is provided by a series of illuminated grilles set into the ceiling of the quarters. A narrow strip runs around the outside of the ceiling and emits a dull blue glow, allowing a minimal amount of illumination so that the crew can sleep without the room being completely dark in case of emergency. A broader, white glowing strip light runs inside this narrower blue band, and supplements the illumination from four angled panels, which are set into the center of the ceiling. Lighting and environmental conditions can be controlled by a small touch-sensitive panel built into the exterior of the bunk's framework at the head of the bed.

One of the most significant differences between quarters is in the level of ancillary equipment installed within the accommodation. The **Defiant** is equipped with a small mess hall; the crew can assemble there to eat when off duty, but some quarters also have their own **replicator** installed. The quality of the food from these systems is variable, as a number of the **Defiant**'s systems did not attract the same amount of development as others, but the minimal requirements for nutrition will be met. Command quarters feature a larger work station situated to the side of the bunks, consisting of a small operating console and a larger touch sensitive display panel directly above it, allowing the captain to work when away from the bridge.



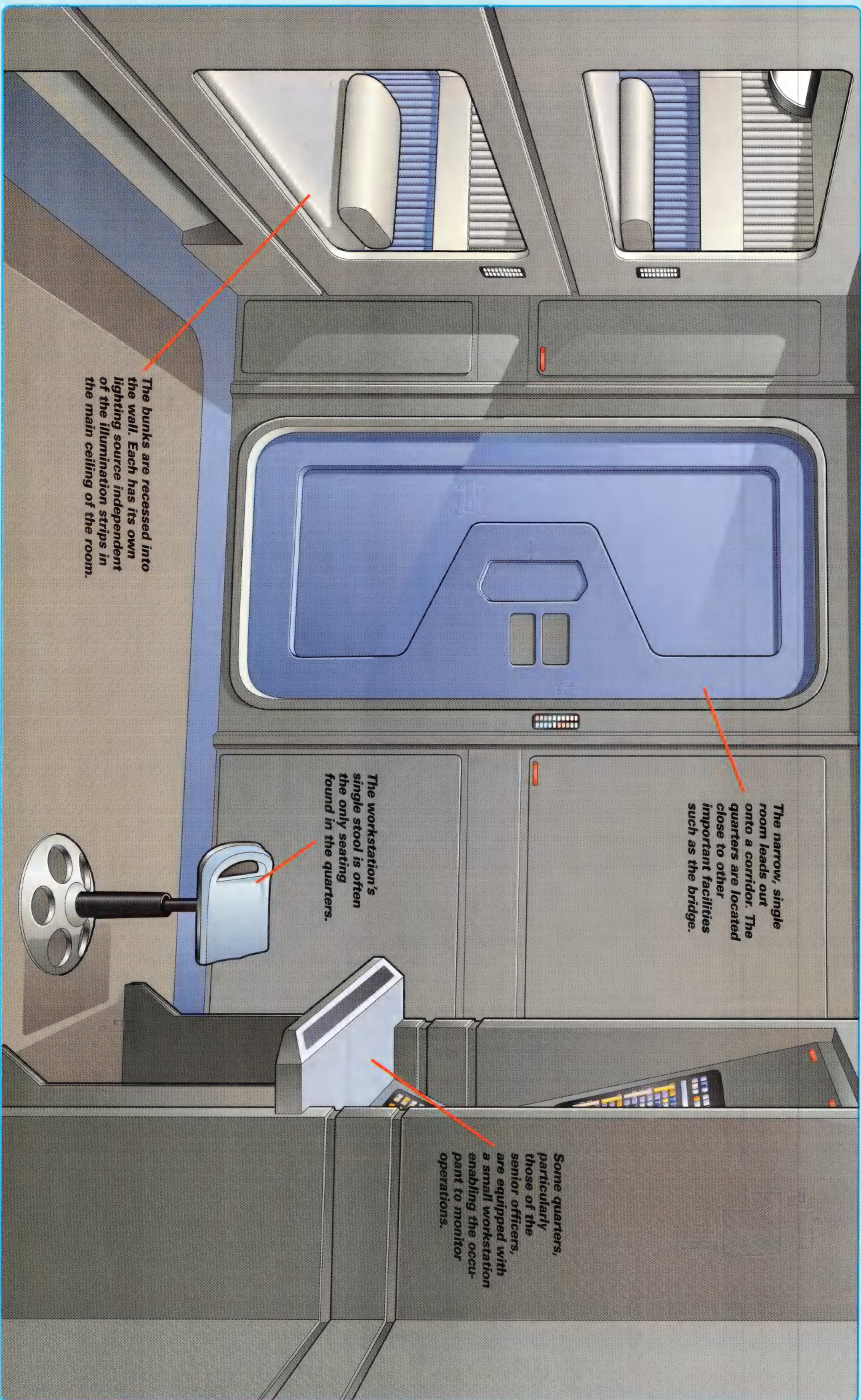
▲ The limited space requires crew members to share rooms, a situation that **Odo** and **Quark** find less than ideal.



▲ With only a single seat provided in addition to the bunks, the rooms are not very conducive to social activities.



U.S.S. DEFIANT CREW QUARTERS



The bunks are recessed into the wall. Each has its own lighting source independent of the illumination strips in the main ceiling of the room.

The narrow, single room leads out onto a corridor. The quarters are located close to other important facilities such as the bridge.

The workstation's single stool is often the only seating found in the quarters.

Some quarters, particularly those of the senior officers, are equipped with a small workstation enabling the occupant to monitor operations.



FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

EXCELSIOR-CLASS STARSHIP

REGISTRATION No:

NCC-38997

NAME:

U.S.S. MALINCHE

DORSAL VIEW

SHIP'S REGISTRY

DEFLECTOR GRID

PHASER STRIP

MAIN BRIDGE

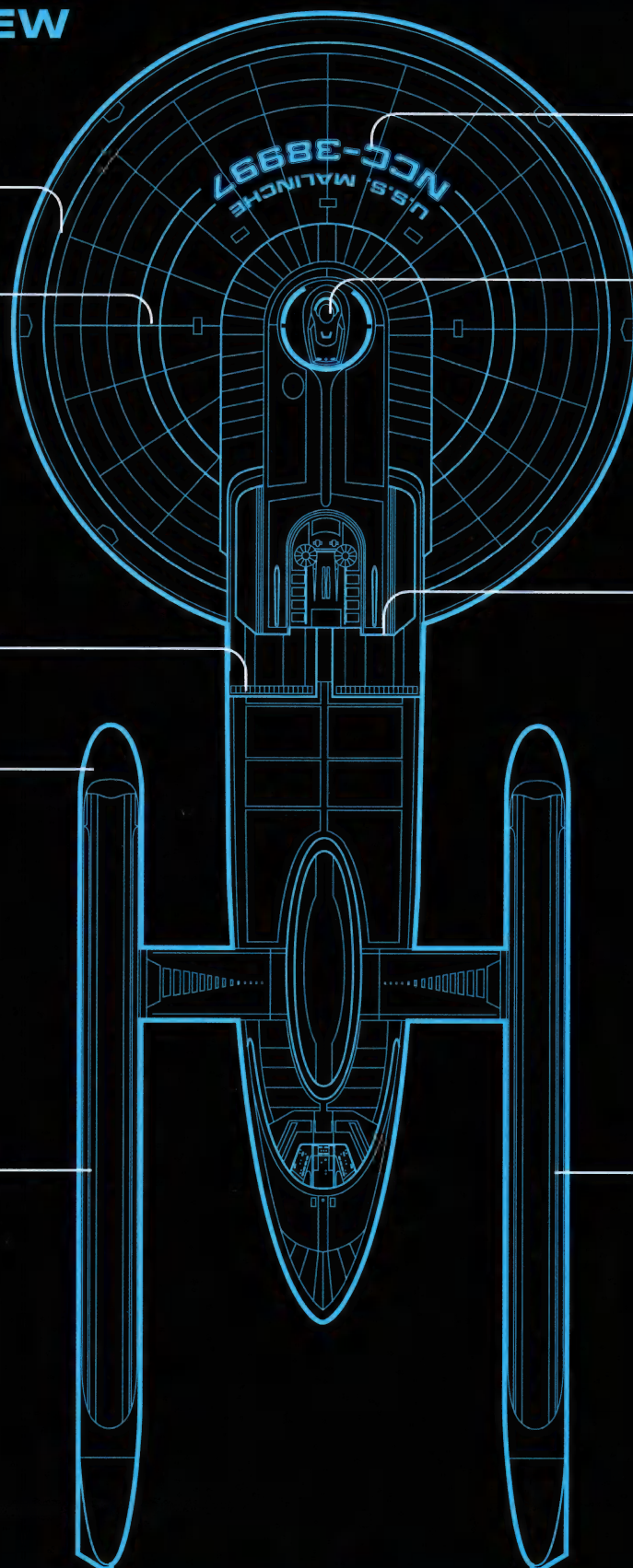
MAIN IMPULSE ENGINES

SHUTTLEBAY

BUSSARD RAMSCOOP

WARP NACELLE

WARP NACELLE



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TYPE:

EXCELSIOR-CLASS STARSHIP

REGISTRATION No:

NCC-38997

NAME:

U.S.S. MALINCHE

The *U.S.S. Malinche* NCC-38997 is the unlucky victim of a Maquis ambush in 2373. This debacle nevertheless plays an indirect role in the capture of Starfleet traitor and Maquis leader Michael Eddington.

The *U.S.S. Malinche* NCC-38997 is one of the Federation's extensive fleet of *Excelsior*-class vessels. The long-lived class adheres to the usual Starfleet design of saucer section and engineering hull with two warp nacelles attached to pylons; the fact that the starships are still in use in the late 24th century, when the design itself hails from the 23rd, demonstrates their reliability and usefulness.

The *Malinche* is equipped with all the latest technology. Apart from its arsenal of weapons and defensive capabilities, the bridge is fitted with a **holocommunicator** in place of a viewscreen, allowing **Captain Sanders** to communicate with the crew of other vessels as clearly as if they were sitting in front of him. The captain does not approve of holocommunication technology, however – it feels to him too much like he has uninvited guests on his bridge.

In mid 2373, the *Malinche* is on patrol in the **Demilitarized Zone** near the Federation's **Gamma 7** outpost. During this time, Sanders is contacted by **Captain Benjamin Sisko** of the *U.S.S. Defiant* NX-74205 for help with a special mission: the pursuit and capture of the Maquis defector **Michael Eddington**.

Cascade virus

The *Malinche* cuts off Eddington's *Maquis Raider*, allowing the *Defiant* to move in for the kill. The former Starfleet officer has a trick up his sleeve, however: a cascade virus he implanted in the *Defiant*'s systems while he was still service officer aboard the Federation station **Deep Space Nine**. When remotely activated, this virus wipes the ship's memory cores, affecting weapons, navigation, propulsion, and all other major systems, leaving the powerful vessel crippled.

The *Malinche* comes to the rescue, towing the *Defiant* and its demoralized captain back to **Deep Space Nine**. There, the *Excelsior*-class

ship is given a new assignment – to go after Eddington and take him into custody. Captain Sanders agrees with **Starfleet Command** that Sisko is vulnerable when it comes to the increasingly personal feud, and that a fresh approach is needed, but he also finds it easy to understand Sisko's frustration. Like every other captain in Starfleet, Sanders is familiar with the story of the infamous Eddington, who he describes as "everyone's favorite traitor."

The *Malinche* begins its mission by heading for the **Badlands**, a region of space near the **Cardassian** border feared for its violent plasma storms. The fact that most ships avoid it makes the area a perfect base for Maquis activity.

In need of rescue

Eddington's next move is an attack on the Cardassian colony **Veloz Prime**. His cell deploys a **biogenic** agent that is harmless to humans but deadly to Cardassians, forcing the evacuation of the colony and leaving the planet free for the Maquis to reclaim. As the only ship in the sector, the *Malinche* heads for Veloz Prime, but the starship and its crew fall foul of a cunning ploy when the Starfleet vessel receives an apparent distress signal from a **Cardassian freighter** under attack from the Maquis. The *Malinche*'s sensors confirm this, but when the ship arrives after the fact, and the crew lower their shields to beam casualties aboard, they quickly discover they have been duped by false readings. The empty freighter has been rigged with a focused particle beam that punches through the *Malinche*'s **gyro-shielding**, disrupting helm control.

The beleaguered crew start to make repairs, but three *Maquis Raiders* appear from the nearby plasma field and attack. Caught off-guard and unable to escape, the *Malinche* is overcome and left dead in space. Among the litany of damaged systems is a fused **warp core matrix compositor** and disabled navigational array.

Sanders sends out a distress call which, in an ironic reversal of fortunes, is answered by the *Defiant*. The rescue vessel transfers a dozen micro power relays and a damage control team to the crippled ship, and this helps the *Malinche* crew to get the engines up and running in a day. The vessel is unfortunately not able to continue its pursuit of Eddington, but the despondent Sanders does pass on a coded message that his ship intercepted from one of the enemy vessels. The *Malinche* cannot decode it, as its own computers are down, but Sanders gives it to Sisko in the hope that he can use it to track the renegade Eddington.

The *Defiant* eventually catches up with Eddington, and when it does, Sisko does not



▲ In 2373, the *U.S.S. Defiant* and the *U.S.S. Malinche* are called upon to rescue one another in two separate incidents involving the Maquis.



▲ The *MALINCHE*'s Captain Sanders agrees with Starfleet Command that Captain Sisko is too personally involved in the Michael Eddington case to be objective.



▲ Starfleet have kept the design of the *EXCELSIOR*-class *MALINCHE* in use for a century, and the vessel continues to demonstrate its grace and reliability.



▲ Captain Sanders is not altogether comfortable with his ship's new holocommunicator technology.

hesitate to take strong action. He believes the attack on the *Malinche* proved one thing: the Maquis have become an intolerable threat to the security of the Federation and must be dealt with accordingly. The attack on this Starfleet ship, named after a Mexican Tabascan princess who was given to the Spanish conquerors as a peace offering many centuries before, thus becomes the catalyst for Michael Eddington's own surrender to Sisko, in order to preserve the ideals for which he has fought.

Captain Janeway: Mentor

Kathryn Janeway is in the unique position, for a Starfleet captain, of being the most senior figure in her crew's lives. She feels a responsibility to help her younger officers develop and mature, and watches with pleasure as they do so.

Kathryn Janeway is a highly-regarded Starfleet officer. She had mentors and influences of her own, who helped mold her into the woman she is today – among them are **Admiral Owen Paris**, her captain on the *U.S.S. Al-Batani*, and a holographic version of the renaissance artist Leonardo da Vinci. In her position as captain of the *U.S.S. Voyager NCC-74656*, she is able to influence and guide her young officers.

Janeway strives to be a good example to her crew. She is dedicated to Starfleet's principles of exploration and **first contact**. She conducts herself with aplomb in her role as captain, and always puts her crew ahead of herself. She is a humanitarian and rarely compromises her principles, even when it means stranding *Voyager* and its crew 70000 light years from home.

The first of Janeway's 'success stories' among her officers is **Thomas Eugene Paris**, a young man whose

life is in a mess when the captain first meets him in 2371. Paris is serving time at the **Federation** penal facility in New Zealand, Earth, for working with the **Maquis** resistance movement. At Janeway's behest Paris is given the opportunity to redeem himself with an observing role on *Voyager's* mission to find a Maquis ship.

Show of faith

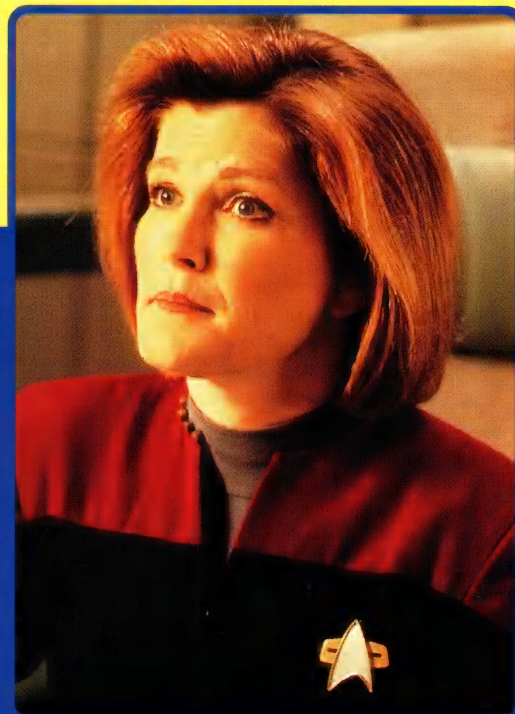
Paris's presence is not welcomed by some of *Voyager's* officers, on account of his earlier dishonorable discharge from Starfleet for covering up his responsibility for three deaths. Janeway, however, believes Paris can be redeemed, and gives him a field commission as helmsman after some of the crew are killed in a turbulent passage to the **Delta Quadrant**. He performs his new duties diligently and, under Janeway's tutelage, becomes a valuable young officer. The captain relies on Paris in many hazardous situations, and even takes

PROFILE ON JANEWAY

MENTORS: Kathryn Janeway had many role models before becoming captain of the *U.S.S. Voyager NCC-74656*, such as her father, Admiral Edward Janeway, and her former captain, Admiral Owen Paris.

SUPPORT: Janeway offers emotional support and guidance to all of her crew, whether they be former Maquis, Borg, or even holograms.

REMARKS: Janeway is as determined to understand all those who serve under her, as she is to complete her mission to get them home.



▲ Kathryn Janeway's door is always open to members of the *U.S.S. VOYAGER NCC-74656's* crew seeking to benefit from her wisdom and experience. Under Janeway's expert tutelage, the disparate crew have become a tight-knit collective who stay loyal to their captain throughout *VOYAGER's* long journey home.

advantage of his history as a troublemaker to expose a **Kazon** spy aboard *Voyager*.

Ensign Harry Kim exceeds all of Janeway's expectations. He is the most junior officer on her staff and *Voyager* is his first assignment. The captain feels personally responsible for all her crew, and Kim is no exception.



REBELLIOUS STUDENTS



★ Borg student

Captain Janeway even welcomes a former Borg drone into her fold, and becomes **Seven of Nine's** guide to regaining her humanity.



★ Second chance

Captain Janeway turns **Tom Paris's** life around when she requests him for an observation post aboard *VOYAGER*. She later gives the disgraced Starfleet officer a second chance by appointing him as helmsman of the vessel.

★ Reluctant officer

B'Elanna Torres is another Janeway success story. When the former Maquis first comes aboard *VOYAGER* she is unwilling to settle into the role of a Starfleet officer, but Janeway eventually chooses her as chief engineer over Lt. Carey.

Captain Janeway: Mentor



★ **Respected figure**
The young Harry Kim has great respect for his captain.

Kim's own feelings toward the captain are revealed by the representation of **Fear** he encounters in a virtual reality scenario. This character knows that he thinks of Janeway as a role model and, perhaps, mentor.

Shoulder to cry on

Kes, the young **Ocampan** who joins the *Voyager* crew at the start of their long journey back to Earth, is likewise almost a daughter to Janeway. She visits the captain for advice on whether she should conceive a child, and turns to her when the two most important people in her life – **Tuvok** and **Neelix** – are taken from her in 2372. Janeway offers her emotional support and sage counsel.

Lt. B'Elanna Torres is a rather more challenging case. When she is forced to become part of *Voyager's* crew after serving on a Maquis ship she is angry and isolated, and refuses to recognize the Starfleet hierarchy. Captain Janeway sees the potential in Torres, however, and warms to the temperamental half-**Klingon** woman as they work together on scientific solutions to problems. Janeway does not see Torres's temper as a bar to improvement, and feels the former Maquis can be fashioned into a strong officer.

Torres never loses her volatile moods, but the captain's faith in promoting her to chief engineer is repaid by the excellent job she does. Following the captain's apparent death in 2373, Torres gives an emotional speech to the crew, in which she says that Janeway saw something worthwhile in her and had faith in her, which helped her to have faith in herself. Her first thought when Janeway died was that she could not continue without her strength and compassion, but

★ Seeking advice

Kes becomes like a daughter to the captain. In 2372, she experiences an early onset of the elgium and seeks Janeway's advice.



★ Fitting epitaph

A consciousness parasite tells Janeway she has died and is witnessing her own funeral, at which B'Elanna gives an emotional speech.



the captain's real gift to her was the knowledge that she could go on by herself.

In an indication of how far she has come by 2374 under Janeway's guidance, Torres impresses on the ship's newest crew member, **Seven of Nine**, the importance of following rules and hierarchy. She stops and reflects that the captain gave her this same lecture, and that if she could adjust to Starfleet life, then so can the former **Borg** drone.

Janeway takes it upon herself to foster Seven's return to humanity and individuality after 20 years in the Borg collective. She tells Seven that she is now part of *Voyager's*

human collective; they may be individuals, but they work together for a common goal. The captain is prepared to do anything she can to help Seven, physically, emotionally, and ethically, and reintroduces her to concepts such as artistic endeavor and religious beliefs. She also gently persuades Seven to read the personal logs from her parents' ill-fated mission aboard the **U.S.S. Raven NAR-32450**.

Loose reign

Janeway puts up with a lot of insolence from the ex-drone because she wants to foster Seven's attempts to reclaim her individuality, not stifle them. She

even lets her off with relatively light restrictions to quarters when Seven defies her orders. A sign of the captain's eventual success is when Seven is trusted with sole command of *Voyager* during its passage through a lethal nebula in late 2374. Seven is also given the responsibility of educating the Borg drone **One** the following year.

Captain Janeway tries to give everyone serving under her the benefit of her experience and judgment. She even counsels the **Emergency Medical Hologram** when he has problems incorporating concepts such as remorse into his program. She is both a role model and a friend to her crew.

"The gift she gave me, and gave a lot of us here, is the knowledge that we are better and stronger than we think." — B'Elanna Torres, following Captain Janeway's apparent death in 2373

DISAPPOINTMENTS

Disobeying orders

Captain Janeway is not afraid to punish her officers when they make mistakes. In 2375, Paris ignores the Prime Directive and disobeys a direct order, in an effort to save the spectacular Monean water sphere from environmental damage. Janeway is angry, but also disappointed with an officer she thought had changed. Paris insists that serving under Janeway has made him a better person, and at least this time he broke the rules for something he believed in. Janeway admires her officer's principles, but cannot ignore what he has done.

The captain is disappointed on other occasions too, such as when B'Elanna Torres makes an unauthorized attempt to link Sikarian tractor technology into the ship's systems in 2371, or when Harry Kim pursues a forbidden alien liaison four years later. These examples aside, however, Janeway is incredibly proud of her people and the way they have turned out under her leadership.



Forbidden love

Kim disobeys Janeway's orders and pursues a forbidden tryst.

Pride

Janeway's faith in Paris is later betrayed in 2375.



Setback

One serious incident involving the violation of the Prime Directive results in Paris's being sentenced to 30 days in the brig.



FILE 48 KLINGON PERSONNEL

Worf and Gowron

The Klingon Starfleet officer Worf and Chancellor Gowron of the Klingon Empire share a complicated history spanning friendship and conflict. Worf has often supported his people's leader above and beyond the call of duty, but the moment of truth between them comes in 2375, eight years after they first meet.

Gowron, the future leader of the Klingon Empire, and Worf, Son of Mogh, first encounter one another in 2367, in the meeting room of the *U.S.S. Enterprise NCC-1701-D*. Gowron reacts badly to Worf's presence, owing to the latter's discommendation the previous year, but he soon has reason to thank the Starfleet officer. Worf kills the despicable Duras in revenge for murdering K'Ehleyr, but in the process also removes Gowron's only other contender for the Klingon chancellorship.

At the end of the year, Worf plays an even more direct role in Gowron's fortunes. The *Enterprise* travels to the Klingon homeworld so that Captain Jean-Luc Picard can install Gowron as chancellor, but civil war looms as the

House of Duras continues to exert its influence. Gowron initially remains cold and dismissive, but their common enemy, and the revelation that Worf's discommendation was construed by the Klingon High Council to keep the peace, places them on the same side.

A favor returned

Worf believes Gowron to be a man of honor and asks that he restore the Mogh family name. The chancellor-elect considers it no small favor that Worf killed Duras, but he must wait until he has the support of the council before he can act. Worf nevertheless decides it is his duty to support Gowron in battle, and influences his brother Kurn – who has the support of four squadron commanders in strategic sectors – to do likewise.

The brothers wait until

PROFILE ON WORF AND GOWRON

2367: Worf kills Duras in revenge for H'Ehleyr's murder. This act also enables Gowron to become Chancellor.

2368: Worf helps Gowron to win the Klingon civil war.

2375: Worf kills Gowron, when his reckless strategies endanger the empire, allowing General Martok to replace him.



▲ Worf believes in the value of honor above all else, a virtue that is not always mirrored by Gowron, the Klingon chancellor and leader of this fearsome warrior race.

Gowron is backed into a corner before offering their help in return for the restoration of the Mogh name. Worf resigns his Starfleet commission to fight alongside Gowron, serving as tactical and weaponry officer on board Kurn's ship, the *Hegh'ta*. The new allies often disagree, prompting Worf

to insist they must stop squabbling, but when Worf is captured by the Duras sisters, Lursa and B'Etor, Gowron is genuinely sorry. To make amends he later offers Worf the life of Toral, Duras's illegitimate son.

Worf comes to know how Gowron thinks. Some months after the civil war, Captain Picard fails to obtain the chancellor's help with a covert mission, and Worf ventures that Gowron is rewriting the official history of the

war: he is glossing over the scale of the Federation's involvement and claiming it was his own genius and character that won the day.

Eighteen months later, Worf and Gowron disagree over the Kahless clone created by the clerics at the Boreth monastery. Gowron believes the monks want Worf, whose name now carries weight, to influence others to follow the new Kahless. He insists that the clone will divide the empire, but that this can be

CHANGING RELATIONSHIP



★ Contender

Gowron is a contender for the chancellorship when he first meets Worf.

★ Hard bargain

In return for his help during the Klingon Civil War, Worf wants his honor restored.



★ For the Empire

During the Klingon Civil war of 2367-2368, Worf resigns his Starfleet commission to help Gowron overcome the forces of the Duras family.



★ Power restored

Worf supports Gowron during the Klingon civil war, and helps the chancellor to overcome forces in league with the Duras sisters and the Romulans.

Worf and Gowron



★ Rivals

Gowron's treatment of the tactically more adept General Martok angers Worf.

★ To the death

Worf is knocked down, but comes back to deal Gowron a fatal blow.

prevented if Worf stands with him and renounces Kahless. Worf takes the opposite view and suggests that Kahless be given the nominal role of emperor. The clone becomes the spiritual leader of the Klingon Empire, while the true political power remains with Gowron.

Cardassian conflict

The two men are placed at odds again three years later. In 2372, the Federation refuses to sanction the Klingon invasion of the Cardassian Union, leading Gowron to repeal the long standing Khitomer Accords. He speaks personally to Worf, putting to one side the Starfleet officer's 'indiscretion' in revealing Klingon plans to the Federation and treating him as an old friend. Gowron says it has been too long since Worf fought at his side, and he wants him to come and do so again.

Worf refuses the offer — he cannot abandon his post on station *Deep Space Nine*, despite the political climate. He says he owes Gowron a great debt and would give up his life for the chancellor, but he



★ Challenge

In 2373, Worf mistakenly suspects Gowron of being a Changeling impostor, and trades blows with the Klingon chancellor.

Klingons, Worf reasons with Gowron that he should end the battle, as their forces are not strong enough to fight both the Cardassians and the Federation. As Kahless once said, "Destroying an empire to win a war is no victory, and ending a battle to save an empire is no defeat." Gowron takes this on board and ends the conflict, but he cannot bring himself to forgive Worf.

At the start of the following year, Worf and Gowron meet again and come to blows at Ty'Gokor, the Klingon military headquarters. The Starfleet Klingon officer is part of an infiltration team

sent from *Deep Space Nine* into Klingon territory to uncover a suspected Changeling impostor.

During the Dominion war, Chancellor Gowron seems content to leave the prosecution of the battle to General Martok, and is even persuaded by Worf, of all people, to commit Klingon forces to the retaking of *Deep Space Nine* in 2374. This attitude changes, however, when the chancellor realizes that he must take control of the campaign lest Martok overtake him in popularity.

Military might

This devious agenda brings Gowron once more into conflict with Worf, when he travels to *Deep Space Nine* in 2375 and begins undermining Martok's reputation by sending him on impossible, and often suicidal, missions. Gowron greets Worf warmly, since it serves his plan to get Starfleet on side

— he says what is past is past, and offers to share a barrel of the best Klingon bloodwine with him. It is a dubious turnaround, and Worf soon realizes the truth of the situation.

Gowron's foolhardy tactical decisions force the honorable Klingon to act before the empire falls. Martok refuses to raise his hand to his chancellor in this time of war, so Worf takes the responsibility upon himself. He openly challenges Gowron's competence in front of his advisors, and the chancellor can offer only one response: a duel to the death. Worf is the eventual victor in the vicious contest.

Even as Martok replaces Gowron as chancellor, Worf stands over his old enemy's body and performs the Klingon death ritual. It is a final mark of respect for a cunning and sometimes corrupt man who in different times was a strong leader and a good friend.

"You did what you thought was right. And even though you may have made some enemies, I assure you I am not one of them."

— Gowron to Worf

CHANGELING UNCOVERED

The truth about Martok

In 2373, Worf faces Gowron in personal combat for the first time. The Starfleet officer is part of a team sent to the Klingon planetoid Ty'Gokor, in order to unmask the chancellor as a Changeling infiltrator. The Hall of Warriors, located on the planetoid, is where the chancellor will lead the ceremony of the Order of the Bat'leth. When the Starfleet team is exposed, Gowron appears to relish the prospect of hand-to-hand combat, and proves a good match for Worf. The fact that Gowron's Klingon honor will not allow his bodyguards to intervene even when Worf gains the upper hand provides the vital clue that he is not a Founder after all. The revelation that General Martok is the true Changeling comes just before Worf deals Gowron a killing blow. Gowron tells Worf that he should have killed him, as he will not get another chance. This is rather ironic, given that two years later they again meet in combat — with very different results.

▶ Wrong man

In the nick of time it is revealed that General Martok, not Gowron, is the Changeling infiltrator.



◀ Military HQ

Worf heads to Ty'Gokor for a showdown with the Changeling.



▶ Ceremonial duties

Worf is a member of the Federation away team that go undercover as Klingons, so that they can be presented with medals by Gowron.



Romulan Weapons

The **Romulans** have traditionally been considered less brutal and expansionist than the **Klingon Empire**, but they have sustained a long history of weapons development and offensive action, nonetheless.

Technological developments are crucial to the continued growth and security of a race, allowing the possible expansion of territory and effective protection of its citizens. The **Romulan Star Empire** is no exception to this pattern, and has followed a rigorous policy of starship and weapons development, usually in extended periods of isolation, in order to secure the existing borders of its space. These actions have often brought the Romulans into direct conflict with other species, leaving many current members of the **United Federation of Planets** wary of their motives despite their invaluable alliance during the recent war against the **Dominion**.

Conflict has played a significant historical role in the growth of the Romulan Star Empire, with the development of increasingly effective weaponry of prime importance to the Romulan Senate. During the conflict with Earth that started in 2156, Romulan ship and weapons technology was surprisingly similar to that developed by humans, with both sides utilizing relatively slow and cumbersome sublight

spacecraft armed with crude but powerful atomic weapons. This brutal conflict lasted for four years, and culminated in the **Battle of Cheron**, where the two evenly matched forces sustained equally heavy casualties. The **Romulan Neutral Zone** was created in the wake of an uneasy truce, and while **Starfleet** continued its policy of exploration, the Romulans turned their attention to a new philosophy of weapons development, one that was radically different from that of their enemies.

Plasma weapons

More than a century later, the fruits of Romulan weapons design come into dramatic focus when a number of Federation outposts are attacked by a devastating new weapon, transported by a familiarly shaped vessel. After investigation by the **U.S.S. Enterprise NCC-1701** in 2266, it becomes clear that the Romulans have developed two significant weapons systems – a forward mounted plasma discharge weapon, and the previously unknown **cloaking device**. It is significant that the



Perhaps the Romulans' most potent weapon is their skill at subterfuge, so it is ironic that Captain Kirk beats them at their own game when he steals a cloaking device.

Romulan Bird-of-Prey on which these revolutionary technologies are mounted has relatively crude propulsion technology in its twin **impulse nacelles**, as this suggests the Romulan attitude to warfare has placed weapons development above propulsion.

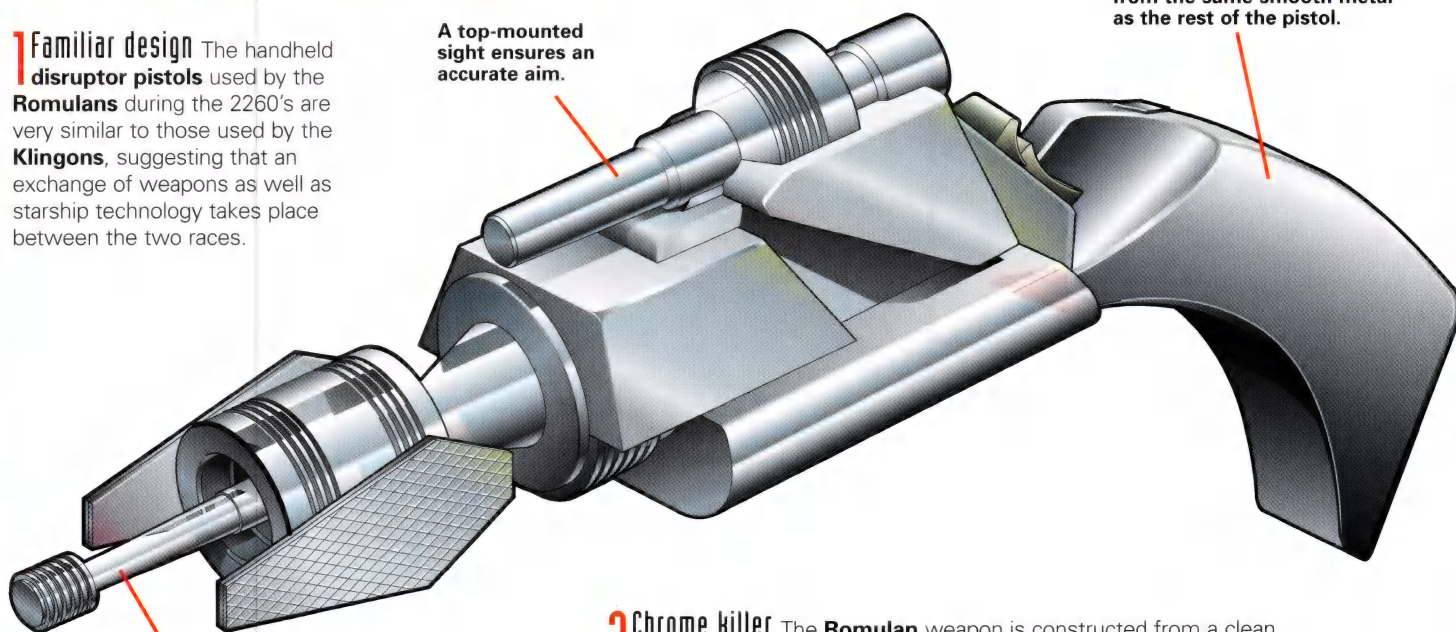
The cloaking device is not without flaws – it has to be deactivated if transportation to or from the ship is required, and cannot be active while the weapons systems are deployed. Additionally, a Romulan ship cannot mount its defensive shields and cloak at the same time, but even so, this highly effective stealth technology continues to give the Romulans an advantage in sneak attacks right up to the present day. Further development of the cloaking device is carried out over the next couple of years, prompting Starfleet to mount one of its most daring operations; in 2268,

ROMULAN DISRUPTOR: 2260'S

1 Familiar design The handheld **disruptor pistols** used by the **Romulans** during the 2260's are very similar to those used by the **Klingons**, suggesting that an exchange of weapons as well as starship technology takes place between the two races.

A top-mounted sight ensures an accurate aim.

The handle is constructed from the same smooth metal as the rest of the pistol.



The disruptor beam is fired through a narrow chamber at the front of the weapon.

2 Chrome killer The **Romulan** weapon is constructed from a clean, chrome-colored metal, unlike the **Klingon** version, which has some brown elements. The weapon varies little in function, however, and is just as deadly as its Klingon counterpart.

Romulan Weapons

Captain James T. Kirk and his second-in-command, **Science Officer Spock**, are sent to steal a unit for closer analysis.

This year signifies one of the most crucial development periods in Romulan weaponry, when an uneasy alliance is formed with the **Klingon Empire**. Combining the two races' differing design strengths, an exchange of technologies leads to the Klingons securing cloaking devices for the first time, and the Romulans receiving warp capability in the form of the heavily armed **Klingon Battle Cruiser**. Within a year, the Romulans become an even more significant military threat, and while the two races acrimoniously split in 2293, the boost given to the Romulan war machine proves significant for many more years to come.

By the 24th century, the introduction of **disruptor** technology – a directed energy system similar to Starfleet's **phaser** units – has replaced the use of plasma weapons. In addition to large ship-mounted systems, much smaller sidearms are designed and become standard issue to all Romulan troops. Carried on the hip, and attached to a belt via an adhesive pad, these silver-colored pistols have a long narrow curved grip connected to a rectangular main firing chamber. The barrel is narrower and terminates with two prongs either side of its muzzle, taking the total length to just over 30 centimeters. Lightweight and durable, Romulan weapon designers continue to develop disruptor technology in the same manner that Starfleet upgrades its phaser systems, providing an equal match in destructive potential for both the pistol and rifle versions of the weapon.



◀ The cautious Romulans take no chances. They beam onto an enemy vessel armed with disruptors, even when they have been invited aboard.



◀ The pistols are capable of killing a humanoid with a single shot. Anyone held at gunpoint is well advised not to make any sudden moves.

Not all Romulan developments have met with equal success. Attempts to harness the massive potential power of **polaric ion energy** sources leads to disaster when, in 2268, an entire research colony on **Chaltok IV** is destroyed while testing this highly energetic, but unstable power source. An uncontrolled chain reaction tears through **subspace** and decimates the research facility, prompting the Federation and the Romulans to sign a treaty banning the testing of polaric energy sources. This illustrates a pragmatic approach in Romulan weapons design – there is little advantage in destroying the fabric of space just to gain a single victory.

Dangerous technology

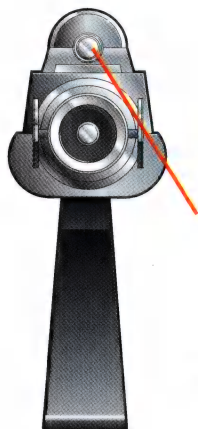
The Romulans continue to pose a significant military threat, but even their weapons designers recognize the need for limits to their research. In addition to the **Polaric Test Ban Treaty**, the Romulans are also signatories to the ban preventing the development of **metagenic** weapons; like the United Federation of Planets,

they reject the manipulation of genetically engineered viruses. Historically, the Romulans regard themselves as an honorable race, so it comes as no surprise that they do not subscribe to the total destruction of entire ecosystems, although they do continue to carry out often brutal and unprovoked assaults outside the Neutral Zone.

One particularly notorious event is the attack on the Klingon outpost on **Narendra III** in 2344. The destruction of the **U.S.S. Enterprise NCC-1701-C**, under the command of **Captain Rachel Garrett**, illustrates the devastating effect of the Romulan's ship-mounted disruptors on ground based targets and Starfleet vessels. This gives a clear indication to Starfleet of just how effective Romulan weapons are becoming; many Starfleet personnel still feel the 2311 **Treaty of Algeron**, banning Starfleet's development of cloaking technology, puts the Federation at a disadvantage. The attack on Narendra III brings the Federation and Klingon Empire closer together, but leaves no one in any doubt about Romulan military strength at that time.

ROMULAN DISRUPTOR: 2260'S

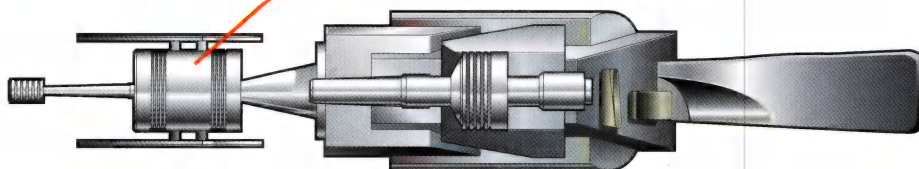
1 Traditional design The Romulan disruptor retains a shape associated with older projectile weapons. This may be a deliberate ploy to ensure enemies are left in no doubt that the device is a weapon.



The sight is positioned just above the barrel.

The cylinder surrounding the barrel – and the flat metal plates either side of it – help to keep the energy beam focused on the victim or target.

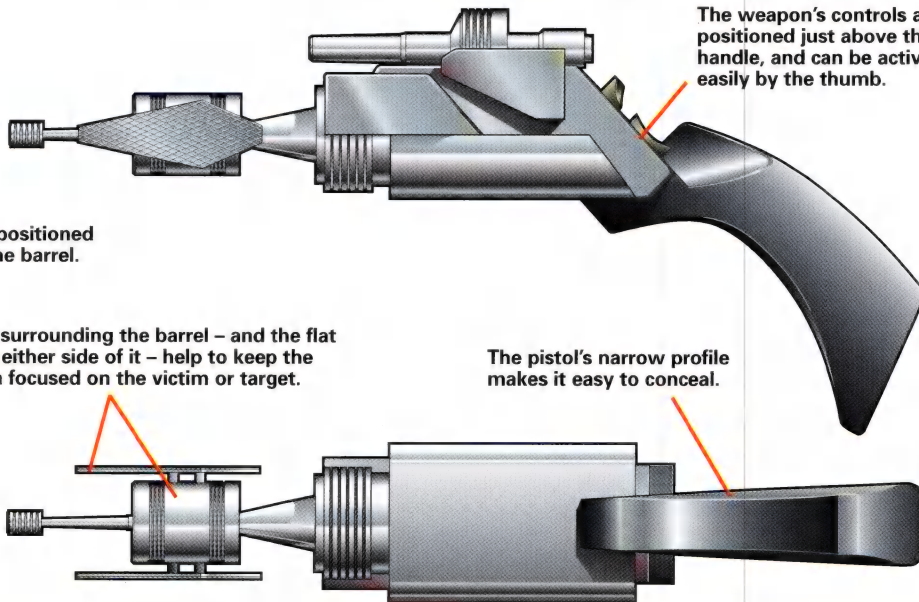
The energy to be discharged builds up in a cylindrical prefire chamber positioned just behind the thin barrel.



The weapon's controls are positioned just above the handle, and can be activated easily by the thumb.

The pistol's narrow profile makes it easy to conceal.

2 Aggressive stance The Romulans tend to keep their weapons visible, and draw them on very little provocation, although unlike the **Klingons** they are quicker to make a threat than they are to actually fire.





FILE 69 STAR TREK: THE NEXT GENERATION

STAR TREK: The Next Generation

A-Z Episode Guide Part 1

'ALLEGIANCE'

FILE 69 CARD 65



Jean-Luc Picard is kidnapped by unknown aliens and replaced with a duplicate who takes command of the **U.S.S. Enterprise NCC-1701-D**. The captain is placed in a cell with three other abductees as part of an inquiry into the concept of authority.



'ALL GOOD THINGS...'

FILE 69 CARD 168

Captain Picard finds himself passing between past, present, and future in an effort to stop an **anti-time** anomaly that threatens the existence of mankind. Picard's only guide through this perilous journey is his old adversary, the enigmatic **Q**.



'ANGEL ONE'

FILE 69 CARD 14



During a mission to retrieve the male survivors of a crashed vessel, the **U.S.S. Enterprise** travels to **Angel One**, a world dominated by a female hierarchy. When the four survivors are found, however, they are surprisingly reluctant to leave.

'AQUIEL'

FILE 69 CARD 133

Chief Engineer Geordi La Forge becomes romantically involved with the prime suspect in a murder case aboard **Federation Relay Station 47**. The real culprit is eventually discovered to be a **coalescent organism**.



'THE ARSENAL OF FREEDOM'

FILE 69 CARD 20



Abandoned weapons on the planet **Minos** threaten to destroy the **U.S.S. Enterprise** when its crew investigates the loss of the **U.S.S. Drake NCC-20381**.

'ATTACHED'

FILE 69 CARD 151

Captain Jean-Luc Picard and **Dr. Beverly Crusher** are telepathically linked after they are captured by a renegade group on the planet **Kesprytt III**.



'THE BATTLE'

FILE 69 CARD 9



The **Ferengi DaiMon Bok** seeks revenge against **Captain Jean-Luc Picard** for the death of his son during the 2355 **Battle of Maxia**.

'THE BEST OF BOTH WORLDS', Part I

FILE 69 CARD 73

A **Borg** incursion into **Federation** space takes a devastating turn when **Captain Picard** is kidnapped and assimilated into the collective. **Starfleet's Lt. Commander Shelby** comes aboard as the **U.S.S. Enterprise's** temporary executive officer.



'THE BEST OF BOTH WORLDS', Part II

FILE 69 CARD 73

The **U.S.S. Enterprise** makes one final attempt to halt the **Borg's** progress toward Earth, after **Starfleet's** massed forces are devastated at **Wolf 359**. **Captain Picard**, now known as **Locutus of Borg**, has provided the collective with crucial knowledge of the **Federation's** defenses.





STAR TREK: The Next Generation A-Z Episode Guide Part 1



'THE BIG GOODBYE'

FILE 69 CARD 12

Jean-Luc Picard's 20th-century Private Eye fantasies turn nightmarish when a malfunction disrupts one of the captain's **Dixon Hill holodeck** programs.



'BIRTHRIGHT', Part I

FILE 69 CARD 136

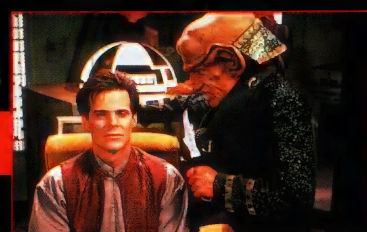


Worf learns from a **Yridian** that his father **Mogh** may still be alive, as a captive of a secret **Romulan** prison camp that still holds a number of survivors from the **Khitomer massacre**.

'BIRTHRIGHT', Part II

FILE 69 CARD 136

Worf finds no trace of his father in the **Romulan** prison camp. The **Starfleet** officer ignores the wishes of the elder **Klingon** prisoners and vows to train their children in the ways of a warrior.



'BLOODLINES'

FILE 69 CARD 165



Jean-Luc Picard comes into conflict with **DaiMon Bok** over the life of a young man believed to be the captain's son.

'THE BONDING'

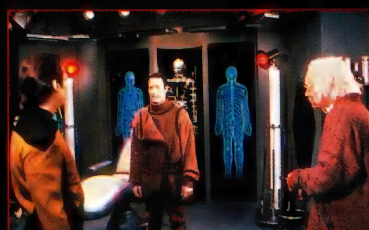
FILE 69 CARD 52

The orphaned son of a **Starfleet** officer is offered the chance of happiness by the aliens responsible for his mother's death.



'BOOBY TRAP'

FILE 69 CARD 53



Geordi La Forge creates a holographic **Dr. Leah Brahms** to help him free the **U.S.S. Enterprise NCC-1701-D** from a trap.

'BROTHERS'

FILE 69 CARD 75

Data's creator, **Dr. Noonien Soong**, draws the android to his workshop in the hope of fitting him with an **emotion chip**, but the scientist also unwittingly summons Data's evil 'twin' **Lore**.



'CAPTAIN'S HOLIDAY'

FILE 69 CARD 66



On holiday on **Risa**, **Captain Picard** gets involved with **Vash** and the search for a 27th-century weapon, the **Tox Uthat**.

'CAUSE AND EFFECT'

FILE 69 CARD 114

The **U.S.S. Enterprise** becomes trapped in a temporal loop, seemingly dooming its crew to an endless cycle of catastrophe.



'CHAIN OF COMMAND', Part I

FILE 69 CARD 131



Jean-Luc Picard leads an undercover mission to investigate evidence of a **Cardassian metagenic weapon**, while **Captain Edward Jellico** takes command of the **U.S.S. Enterprise**.

'CHAIN OF COMMAND', Part II

FILE 69 CARD 131

Held captive by the **Cardassians**, **Captain Picard** is subjected to brutal physical and psychological torture at the hands of the merciless **Gul Madred**. The captain's treatment is in direct violation of the terms agreed upon at the **Seldonis IV Convention** concerning the handling of prisoners of war.



'Chrysalis'

Dr. Julian Bashir's attempt to cure Serena, a reticent, genetically enhanced genius, leads to more than just medical progress. Julian is astonished at the speed of Serena's transformation, and against his better judgment he finds himself falling in love with his beautiful patient.

'CHRYsalis'

"Serena's cerebral cortex was genetically enhanced in order to accelerate the rate at which she could process information. The problem is her visual and auditory systems can't channel the stimuli into the cortex fast enough."

— Dr. Julian Bashir

The quartet of genetically enhanced but emotionally retarded geniuses, treated by Dr. Julian Bashir in 2374, return to station *Deep Space Nine*. They have heard that the doctor may be able to cure Serena's mute condition.

Bashir is confident he can correct Serena's communication deficiency, but his patient seems slow to respond. After five days, Julian grows depressed at his lack of success — until Serena appears in the bar wearing make-up and a new hairstyle. The treatment subsequently succeeds beyond Julian's wildest expectations, transforming Serena into an engaging companion.

Serena's fellow patients, Jack, Lauren, and Patrick, are amazed and delighted at her new ability to communicate. After some encouragement, the group begins a spontaneous vocal improvisation session.

Sleeping beauty

Serena worries that she might revert to her previous condition while she sleeps. She goes to Julian's quarters; he reassures her, enabling her to fall asleep in his room.

The next day, after making breakfast for Julian, Serena returns to her colleagues and finds them deep in scientific discussion. Clearly, they no longer need her.

Julian introduces Serena to his friends, and she is remarkably astute in assessing their characters, and especially Julian's loneliness. He pronounces her fit to rejoin society and suggests that she remain on *Deep Space Nine*. The doctor and Serena share a kiss and, ignoring ethical codes, Julian accelerates their romance.

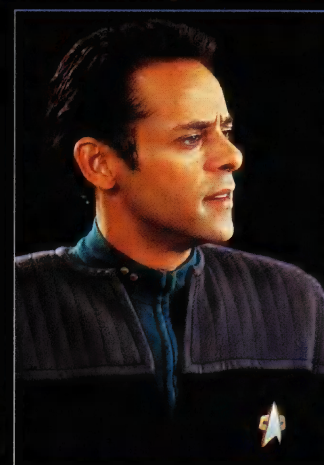
Jack, Lauren, and Patrick show a great deal of concern when Serena appears to revert to her former state. Their conclusion is that she is capable of talking, but fears speech for some reason.

It emerges that Serena is uncertain that she can reciprocate Julian's affection. Her emotional progress has not matched her social advancement, and the couple decide that it would be best if Serena joined an off-station research team. Julian has restored a life, but lost a partner.

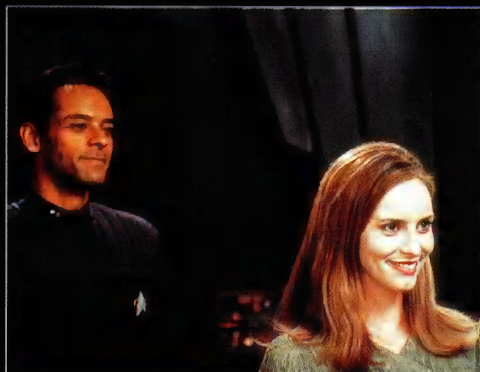
ON SCREEN...



1 Jack, Lauren, and Patrick return to station DEEP SPACE NINE when they learn that their friend Dr. Julian Bashir may have found a cure for Serena's condition.



2 Bashir is also a genetically enhanced genius, and his empathy with Serena's plight has led him to develop an experimental treatment, which he hopes will bring the mute and withdrawn young woman out of her silent shell.



3 The proud doctor presents his healthy patient to society for the first time. Serena's transformation is astonishing; she has an abundance of newfound confidence.



4 Serena is introduced to Julian's delighted friends. Interacting with them, she soon begins to discern their characteristics. She senses great loneliness in her savior, Julian.



5 Miles O'Brien and Ezri Dax have never seen Julian so happy, but the chief is concerned that Julian's romance with his patient may constitute unethical conduct.



6 Serena seems to revert to her earlier, speechless state. Julian's advances, it seems, are too intense and too soon for her, and he is forced to end their relationship.

STARSHIP FACTS

Jack, Lauren, and Patrick predict the eventual collapse of the universe, several trillion years hence. They propose a solution involving the manipulation of subspace to avert it.



'Treachery, Faith, and the Great River'

When one of the Founders' Vorta servants, Weyoun, defects to the Federation, a fleet of Jem'Hadar ships is dispatched to ensure he does not betray Dominion intelligence to the enemy. The Changelings' greatest secret is one that will shock Odo and, perhaps, change the outcome of the Dominion war.

Security Chief Odo is extremely skeptical when senior Vorta officer Weyoun surrenders to him, claiming his life is endangered. Warily, Odo takes Weyoun into custody.

On *Deep Space Nine*, Chief O'Brien is under pressure to replace the *U.S.S. Defiant NX-74205's* graviton stabilizer. With no spares available, Nog suggests they trade for one, and asks for the chief's authorization code. The young Ferengi quickly acquires the equipment.

En route to *Deep Space Nine*, Odo's *Runabout* is contacted by another Vorta, Weyoun 7, who claims to be the replacement for Weyoun 6, the clone with Odo. Weyoun 7 instructs his predecessor to terminate himself, as he has malfunctioned. Weyoun 6 refuses, believing that the Dominion's warmongering is wrong, and that they should make attempts toward coexistence with the Alpha Quadrant. Odo now believes that the defection is genuine.

Gul Damar, who is not programmed to worship the Founders, dispatches a *Jem'Hadar Attack Ship* to ensure the traitorous clone does not reach sanctuary.

Vorta origins

The Jem'Hadar ship is destroyed. Weyoun tells Odo of the origin of the Vorta: they once sheltered an injured Changeling, and in return the Founders molded them into a great race. Acknowledging his own people's generosity, Odo is stunned by Weyoun's news of a sickness slowly killing the Founders. As Odo seems unaffected, Weyoun thinks he can form a new Dominion based on cooperation, not conquest.

Four further *Jem'Hadar Attack Ships* arrive. When it appears Odo's life is endangered, Weyoun 6 contacts his counterpart on *Cardassia* and activates his self-termination implant, thus ensuring Odo's survival. Weyoun 7 recalls the Jem'Hadar, unwilling to be responsible for the death of a Founder. Despite his renegade status, Odo is saddened by the fate of his people, and he gloomily concludes that whichever side wins the Dominion war, he will still lose out.

'TREACHERY, FAITH, AND THE GREAT RIVER'

"Imagine Odo, my people were once little more than apes, and look at us now. Look at what you've done for us."

— Weyoun 6

ON SCREEN...



1 On a mission to Cardassia, Odo is surprised when Weyoun, one of the Founders' closest aides, willingly surrenders to the security chief.



2 On *DEEP SPACE NINE*, a shortage of essential spare parts awakens the trader in the Ferengi Nog. He makes good use of Chief O'Brien's security clearance.



3 A Jem'Hadar ship sent by Gul Damar attacks Odo's *RUNABOUT*. He is quite taken aback when Weyoun helps him extinguish the fire aboard the shuttlecraft.



4 Weyoun tells Odo about the origins of the Vorta. They came to serve and worship the Founders, who rewarded them for once sheltering an injured Changeling.



5 Captain Benjamin Sisko is not happy about Nog's trade arrangements: General Martok has gone on the rampage since his precious bloodwine was taken.



6 Weyoun takes his own life to save Odo from destruction by the Jem'Hadar, but not before he tells Odo of the terrible scourge spreading through the Great Link.

STARSHIP FACTS

A Nog carries out a series of trades, resulting in the temporary removal of Captain Sisko's desk, and 16 cases of General Martok's bloodwine.

T continued

three-dimensional chess

Multi-plane version of a two-player game with roots dating back to the 6th century on Earth. Three-dimensional chess sets are common in rec rooms and personal quarters in **Starfleet** facilities. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Pen Pals' [TNG]; 'Second Sight' [DS9]) **SEE FILES 66, 68, 69, 70**



▲ **Captain James T. Kirk and Mr. Spock often played three-dimensional chess together in the U.S.S. ENTERPRISE NCC-1701's rec room. The Vulcan science officer was frequently confounded by his captain's bold but "illogical" moves.**

thrombic modulator

This cone-shaped medical tool aids blood coagulation. The **U.S.S. Voyager NCC-74656's** EMH was ignorant of post-2371 medical advances, and could not identify a thrombic modulator on the **U.S.S. Prometheus NX-59650** in 2374. (*Starship Log*: 'Message in a Bottle' [VOY]) **SEE FILES 31, 65, 71**

thrusters

A general reference to a wide variety of propulsion systems that achieve motion by expelling particles. Starships with warp drives rely on maneuvering thrusters, technically known as reaction-control thrusters, during docking, saucer separation, and station-keeping. **Deep Space Nine's** maneuvering thrusters propelled the station to the **Bajoran wormhole**. Microfusion impulse thrusters are installed in some shuttlecraft. Ships capable of surface landings need anti-grav thrusters to soften the descent and support take-off. **Jem'Hadar Warships** use ion thrusters as their secondary propulsion system. **Starfleet** emergency thruster packs are propelled with chemical-reaction jets. A thruster suit combines small thrusters and an environmental suit to accommodate extravehicular activities. (*Starship Log*: **Star Trek: The Motion Picture**; 'The Outcast' [TNG]; 'Emissary' [DS9]; 'The Cloud' [VOY]) **SEE FILES 64, 69, 70, 71, 72**

Thule

Technician first-class on the **U.S.S. Enterprise NCC-1701**. Thule, and all bridge personnel, received a commendation from **Captain James T. Kirk** when it appeared they would perish after **Khan Noonian Singh** withdrew bridge life support. (*Starship Log*: 'Space Seed' [TOS]) **SEE FILES 19, 68**



▲ **In 2373, the U.S.S. THUNDERCHILD NCC-63549 narrowly escaped the explosion that followed in the wake of the BORG CUBE's destruction.**

Thunderchild NCC-63549, U.S.S.

This **Akira-class** **Federation** starship fought on the frontlines against the **Borg** attack on Earth in 2373. (*Starship Log*: **Star Trek: First Contact**) **SEE FILES 31, 79**

Tian An Men NCC-21382, U.S.S.

This **Miranda-class** **Federation** starship helped create the **tachyon net** that prevented the **Romulans** from continuing to fuel the **Klingon civil war** in 2368. The **Tian An Men** was lost in 2373 near the **Dominion** border. (*Starship Log*: 'Redemption', Part II [TNG]; 'In the Cards' [DS9]) **SEE FILES 31, 69, 70**

Tiberian bats

This life form does not easily release its prey. **Spock** predicted that two pairs of gravity boots would cling to the necks of **Gorkon's** assassins like a pair of Tiberian bats. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILE 77**

Tibor Nebula

In 2374, the **Federation's** crippled **Seventh Fleet** engaged **Dominion** forces in this expanse of interstellar dust and gas. The battle was fought to protect the **Argolis Cluster**, a stepping stone to the invasion of **Vulcan**. (*Starship Log*: 'The Reckoning' [DS9]) **SEE FILE 70**

Tiburon

The natives of this planet were tormented by medical experiments conducted by **Zora**. **Dr. Sevrin**, the founder of the **Eden movement**, was from Tiburon, as was **Starfleet** officer **T'Lor**, who died on **Torga IV**. (*Starship Log*: 'The Way to Eden' [TOS]; 'The Ship' [DS9]) **SEE FILES 68, 70**

Ticonderoga, U.S.S.

This **Federation** starship was deployed to the **Ba'ku colony world** in 2375, after **Captain Picard** exposed a deadly **Son'a-Federation** conspiracy. The **Ticonderoga** was tasked with making the **Ba'ku** planet a **Federation protectorate**. (*Starship Log*: **Star Trek: Insurrection**) **SEE FILE 80**

Tieran

This strong-willed male became **Autarch** of the **Ilari** in 2173. Eventually Tieran lost favor and was ousted from his position. Prior to the death of his body in 2373, Tieran transferred his consciousness into **Kes**, and attempted a coup. He was thwarted by the crew of the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Warlord' [VOY]) **SEE FILES 18, 43, 71**

Tiet

This friend of **Jake Sisko** had a reputation for being quite the prankster. Tiet caused another friend, **Altrina**, to lose her lunch by insisting that she had mistaken worms for **Klingon** food. (*Starship Log*: 'Second Sight' [DS9]) **SEE FILE 70**

three-dimensional chess
thrombic modulator
thrusters

Thule

Thunderchild NCC-63549, U.S.S.

Tian An Men NCC-21382, U.S.S.

Tiberian bats

Tibor Nebula

Tiburon

Ticonderoga, U.S.S.

Tieran

Tiet

Tigan family

Tika cat

Til'amin froth

Tilikia

tilo

Tilonus IV

Time of Awakening

time portal

Time Travel Pod

timeship

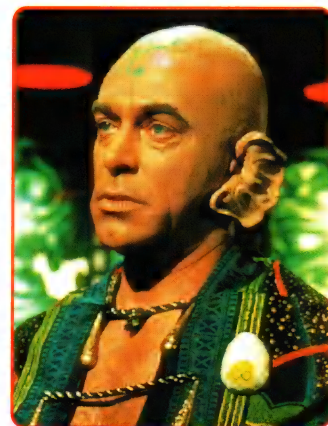
timestream

Timicin, Dr.

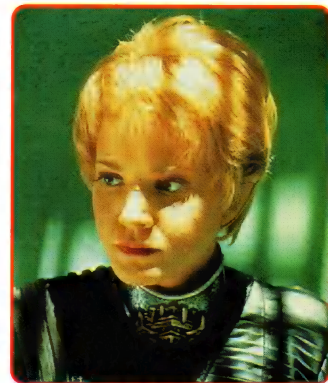
Timor

Timor II

Timor Landi



▲ **Natives of the planet Tiburon, such as Dr. Sevrin, are easily distinguished by their unusual ears.**



▲ **The warlord Tieran was able to make full use of Kes's psychokinetic abilities when his consciousness possessed her body in 2373.**



Tigan family

This wealthy **Trill** family owned the **Tigan Mines**, a successful **pergium** mining operation in the **Sappora sector**.

Yanas Tigan, the family matriarch, formed the business virtually single-handedly. She was the mother of three children: **Norvo**, who gave up his artistic dreams to comply with his mother's demands to maintain the business records; **Janel**, who ran the mines under Yanas's micromanagement; and **Ezri**, who joined **Starfleet** and was serving as an assistant counselor when she was joined with the **Dax** symbiont. In 2375, Norvo was convicted of murdering **Morica Bilby**, and Janel confessed to doing business with the **Orion Syndicate**. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILES 43, 70**



▶ **Yanas Tigan's domineering personality ensured the success of the family mining company, but brought her into conflict with her daughter Ezri.**

Tika cat

This **Klingon** feline can be immobilized by fear. When **B'Elanna Torres** was split into distinct Klingon and human individuals in 2371, her Klingon half preferred to fight rather than sit in a corner like a scared Tika cat. (*Starship Log*: 'Faces' [VOY]) **SEE FILE 43, 71**

Til'amin froth

This beverage was served in the **Ten-Forward** lounge on the **U.S.S. Enterprise NCC-1701-D**, and at **Quark's bar** on **Deep Space Nine**. **William Riker**, **Jadzia Dax**, **Ezri Dax**, and **Julian Bashir** all enjoyed Til'amin froths. (*Starship Log*: 'Eye of the Beholder' [TNG]; 'Empok Nor' [DS9]) **SEE FILES 69, 70**

Tilikia

This young **Boslic** male was a crew member aboard a freighter that docked at **Deep Space Nine** in 2372. Tilikia was unlucky enough to have his cargo inspected by **Kurn** during the **Klingon's** brief time as a security officer working for the **Bajorans**. (*Starship Log*: 'Sons of Mogh' [DS9]) **SEE FILE 70**

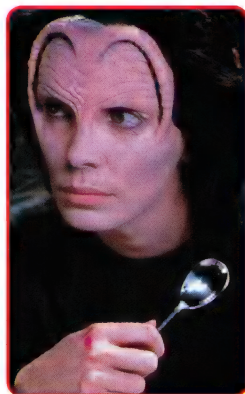
tilo

This term was used a measurement of volume on the **Gamma Quadrant** planet infected by the **Teplan Blight**. (*Starship Log*: 'The Quickening' [DS9]) **SEE FILE 70**

Tilonus IV

This **Class-M** world was thrown into disarray when its Prime Minister was assassinated in 2369. **William Riker** was sent to Tilonus IV to evacuate **Federation** observers who were caught in the chaos. Riker was captured and interrogated with sophisticated neural manipulation technology that nearly convinced him that he was in the **Tilonus Institute for Mental Disorders**, under the care of **Dr. Syrus**. (*Starship Log*: 'Frame of Mind' [TNG]) **SEE FILES 43, 69**

▶ **The inhabitants of the Class-M planet Tilonus IV had pale skin, and distinctive high foreheads.**



Time of Awakening

This term relates to a period in **Vulcan** history, approximately 2000 years ago, when the race discontinued their violent, self-destructive ways and instead dedicated themselves to logic and peace. **Surak** was regarded as the architect of the new Vulcan. (*Starship Log*: 'Gambit', Part II [TNG]) **SEE FILES 8, 69**

time portal

SEE **atavachron**, **Guardian of Forever**

Time Travel Pod

This small 26th-century ship, made of plasticized tritanium mesh, appeared aboard the **U.S.S. Enterprise NCC-1701-D** in 2368, with **Professor Berlinghoff Rasmussen** at the helm. Rasmussen had stolen the *Time Travel Pod* from its owner, but it soon returned itself through the use of a pre-set timer, leaving him stranded in the 24th century. (*Starship Log*: 'A Matter of Time' [TNG]) **SEE FILES 40, 44, 69**

timeship

This name is given to 29th-century **Federation** vessels that are able to travel in four dimensions, warping time as well as space. These ships are instructed to seek out and repair time incursions that might alter the course of history. (*Starship Log*: 'Future's End', Parts I and II [VOY]) **SEE FILES 5, 31, 71**



▶ **The FEDERATION TIMESHIP AEON was captured by Henry Starling in the year 1967. He used the ship to pioneer and develop advanced computer technologies.**

timestream

SEE **quantum reality**

Timicin, Dr.

This scientist from the planet **Kaelon II** formulated a **helium fusion enhancement** system which would extend the life of a dying star. When the system's trial failed, Timicin was tempted to cancel his upcoming **Resolution**, in which he would commit ritual suicide on reaching the age of 60, in an effort to continue his work. Timicin also found himself attracted to **Lwaxana Troi**. (*Starship Log*: 'Half a Life' [TNG]) **SEE FILES 58, 69**



▶ **Dr. Timicin was compelled to go through with his Resolution upon reaching the age of 60, despite Lwaxana Troi's protest.**

Timor

This individual was one of the special **Guardians** who worked beneath the **Trill** homeworld in the **Caves of Mak'ala**, where **symbionts** live before joining. Timor successfully diagnosed the source of **Jadzia Dax's** illness in 2371. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 9, 70**

Timor II

This planet was notable for substantial **duranium** deposits that were discovered by **Ferengi** geologists prior to 2375. Their find pushed the **Tigan Mines** out of the top five largest facilities in the quadrant, and strained the family's finances to the point that **Janel Tigan** was forced to accept help from the **Orion Syndicate**. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILE 70**

Timor Landi

This **Bajoran** bookkeeper and father of two from **Rakantha Province** was charged with attempting to assassinate **Gul Dukat** in 2367. **Odo** was later haunted by the knowledge that he did nothing to prevent Timor's wrongful execution. (*Starship Log*: 'Things Past' [DS9]) **SEE FILES 43, 70**



T continued

Timothy

This 10-year old human boy survived the **S.S. Vico NAR-18834**'s encounter with the **Black Cluster** in 2368, an incident in which both his parents died. To avoid facing the grief that accompanied his loss, Timothy decided to emulate **Data** and become an emotionless android. (*Starship Log: 'Hero Worship' [TNG]*) **SEE FILE 69**

Tin Man

SEE Gomtuu

Tincoo

This **Qomar** female was inspired by the **Doctor**'s singing, and composed a complex musical piece for him based on a mathematical formula. When the **EMH**'s vocal range proved to be incapable of performing the piece, Tincoo created a holographic replica of him which was capable of singing it. (*Starship Log: 'Virtuoso' [VOY]*) **SEE FILE 71**

tinghamut

During an incident on **Ty'Gokor**, **Worf** referred to a **polaron emitter** as a tinghamut – a **Vulcan** child's toy. Following a raid on **Archanis**, Worf took the emitter in order to keep it out of the hands of a suspicious **Klingon** soldier. (*Starship Log: 'Apocalypse Rising' [DS9]*) **SEE FILE 70**

"Tiny"

A guard applied this disrespectful term to **Hikaru Sulu** just moments before Sulu and **James T. Kirk** freed **Dr. McCoy** from imprisonment. Sulu subsequently incapacitated the guard, and admonished him never to call him "Tiny" again. (*Starship Log: 'Star Trek III: The Search for Spock'*) **SEE FILES 43, 74**



▲ **Tiron** was shocked to discover that a likeness of **Quark** had replaced **Kira Nerys** in his **holosuite** program.

tissue mitigator

This surgical tool is used at the beginning of an operation to make an incision. (*Starship Log: 'Samaritan Snare' [TNG]*) **SEE FILE 69**

Titan

The name of a moon orbiting **Saturn**. In 2368, **Nova Squadron**'s deadly last maneuver began near Titan. **Titan's Turn** is the term for a banned feat in which a shuttle pilot speeds toward Titan and then fights **G-forces** to avoid a collision. Most pilots on the **Jovian Run** try Titan's Turn. (*Starship Log: 'The First Duty' [TNG]*) **SEE FILE 69**



▲ **Hikaru Sulu** was rashly called "**Tiny**" by a guard during a covert operation to free **Dr. Leonard McCoy** from a Federation "funny farm."

Titus IV

This planet was where **Miles O'Brien** found, and decided to adopt, a **Lycosa tarantula**. He named his new pet **Christina**. (*Starship Log: 'Realm of Fear' [TNG]*) **SEE FILES 43, 69**

tivara

This **Bajoran** woodwind instrument is about the size of a clarinet, and sounds similar to an oboe.

Varani was considered the foremost tivara player. (*Starship Log: 'Sanctuary' [DS9]*) **SEE FILE 70**

Tkon

This mighty civilization was destroyed 600,000 years ago by a supernova. At its zenith, the Tkon Empire controlled great technologies, many star systems, and trillions of lives. The Tkon used **galactic motionary** **starttime** charts to calculate their calendar, which they divided into **Tkon Ages**. In 2364, the **U.S.S. Enterprise NCC-1701-D** discovered a Tkon outpost on **Delphi Ardu**. (*Starship Log: 'The Last Outpost' [TNG]*) **SEE FILES 4, 6, 69**

Tihingan jIH

These **Klingon** words translate as, "I am a Klingon." Tihingan jIH opens an official announcement and oath of marriage between Klingons who have had sexual relations. (*Starship Log: 'The Emissary' [TNG]*) **SEE FILES 11, 69**

to-Duq

This word is the **Klingon** term for 'courage.' (*Starship Log: 'Sons and Daughters' [DS9]*) **SEE FILES 11, 70**

Toddman, Vice-Admiral

This **Starfleet** officer vetoed **Benjamin Sisko**'s search for **Odo** in the **Gamma Quadrant** in 2371. When Sisko disobeyed his orders, Toddman ordered **Michael Eddington** to sabotage his ship. (*Starship Log: 'The Die is Cast' [DS9]*) **SEE FILES 19, 70**

Toff, Palor

This individual was a friend of **Kivas Fajo**, and a fellow collector of rarities. Toff and Fajo had an ongoing competition to own the superior collection. Toff laughed when **Data**, Fajo's newly acquired android, sat totally motionless. (*Starship Log: 'The Most Toys' [TNG]*) **SEE FILE 69**

Toffa ale

This beverage was available at a tavern in the **Nekrit Expanse Supply Depot** complex. **Neelix**'s friend **Wixiban** described the brew as "excellent." (*Starship Log: 'Fair Trade' [VOY]*) **SEE FILE 71**

Timothy
Tin Man
Tincoo
tinghamut
"Tiny"
Tiron
tissue mitigator
Titan
Titus IV
tivara
Tkon
Tihingan jIH
to-Duq
Toddman, Vice-Admiral
Toff, Palor
Toffa ale
Tog, DaiMon
Toh'Kaht, I.K.S.
Toh-Mang, House of
toh-maire
Tohyun III
tohzah
tojal in yamok sauce
Tokath
Tokyo Base
Tolar, Grathon
Tolena, Vedek
Tolstoy NCC-62095, U.S.S.
Tomalak
Toman'torax
Tomar
Tombaugh, U.S.S.
Tomed Incident



▲ **Timothy** came to regard **Data** as his role model. He changed his hairstyle and clothing to affect a physical resemblance to his hero.



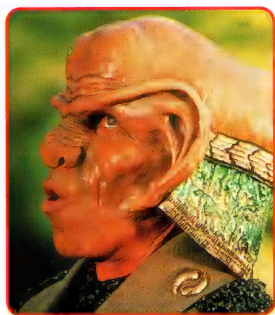
▲ One of the last remnants of the Tkon Empire was **Portal 63**, who guarded the outpost on **Delphi Ardu**.



Tog, DaiMon

This **Ferengi** captain went to **Betazed** in 2366 for the **Trade Agreements Conference**. Tog and his associate, **Farek**, kidnapped **Lwaxana Troi** in an effort to use her skills as a telepath against his business rivals. (*Starship Log*: 'Ménage à Troi' [TNG]) **SEE FILE 69**

▶ **DaiMon Tog commanded the FERENGI MARAUDER KRAYTON. His infatuation with Lwaxana Troi led him to kidnap the Betazoid.**



Toh'Kaht, I.H.S.

This **Vor'cha-class Klingon Attack Cruiser** was commanded by **Tel'Peh**. In 2369, the *Toh'Kaht* was destroyed by its first officer after returning from a mission to collect artifacts from the **Saltah'na** civilization in the **Gamma Quadrant**. (*Starship Log*: 'Dramatis Personae' [DS9]) **SEE FILES 66, 70**

Toh-Maag, House of

This name was given to a fictional **Klingon** family in the **Hirogen's** Klingon simulation. When the Hirogen made **Neelix** into a Klingon guard, he demanded **Captain Janeway's** affiliation. She claimed to be from the House of Toh-Maag. (*Starship Log*: 'The Killing Game', Part II [VOY]) **SEE FILE 71**

toh-maire

The inhabitants of the planet **Rakhar** use this term to describe the massive gas bubbles found within **Gamma Quadrant** nebulas, such as the **Chamra Vortex**. If toh-maire destabilizes it can ignite. (*Starship Log*: 'Vortex' [DS9]) **SEE FILES 5, 70**

Tohvun III

This inhabited planet is situated near the **Federation-Cardassian** border. Tohvun III was the unaligned world that **Gul Madred** said he had contacted when **Captain Picard** demanded his right to speak with a neutral representative. (*Starship Log*: 'Chain of Command', Part II [TNG]) **SEE FILE 69**

tohzah

The **Romulan Alidar Jarok** directed this **Klingon** curse at **Worf** in 2366. **Riker** countered by calling Jarok a **Veruul** – an equally insulting Romulan word. (*Starship Log*: 'The Defector' [TNG]) **SEE FILES 49, 69**

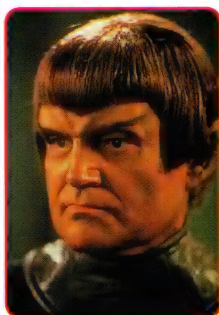
tojal in yamok sauce

Quark prepared this **Cardassian** dish for the Cardassian scientists **Ulani**, **Dejar**, and **Gilora**, who visited **Deep Space Nine** in 2371. (*Starship Log*: 'Destiny' [DS9]) **SEE FILE 70**

Tokath

This **Romulan** was involved in the **Khitomer massacre** of 2346. Tokath fled, along with 100 **Klingon** survivors who he refused to execute, and founded a colony hidden in the **Carraya system**. (*Starship Log*: 'Birthright', Parts I and II [TNG]) **SEE FILES 49, 69**

▶ **Tokath created the Romulan-Klingon colony in the Carraya system after he found that he could not bring himself to kill the survivors of the Khitomer massacre. This noble act cost him his military career.**



Tokyo Base

Kyle Riker worked as a freelance consultant at this **Starfleet** installation, where he formulated the **Fuurinkazan battle strategies**. At the conclusion of the job, Riker became a full-time Starfleet tactical advisor. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILES 44, 69**

Tolar, Grathon

This individual was renowned as a miscreant and skilled holographic counterfeiter. **Benjamin Sisko** rescued Tolar from a **Klingon** executioner in 2374, so that the forger could craft a convincing holographic image of the **Cardassians** and the **Dominion** plotting to invade the **Romulan Star Empire**. Sisko hoped that this would force the Romulans to join the war. When his work was complete, Tolar was murdered by **Garak**. (*Starship Log*: 'In the Pale Moonlight' [DS9]) **SEE FILES 59, 70**

Tolena, Vedek

This **Bajoran** priest was considered for the post of **kai** in 2370, along with **Vedek Bareil** and **Vedek Winn**, following the death of **Kai Opaka** the previous year. It was widely believed that Tolena had no chance against either Bareil or Winn. (*Starship Log*: 'The Collaborator' [DS9]) **SEE FILE 70**

Tolstoy NCC-62095, U.S.S.

This **Rigel-class Federation** starship was one of 39 vessels lost in 2367, during the battle with the **Borg** at **Wolf 359**. (*Starship Log*: 'The Best of Both Worlds', Part II [TNG]) **SEE FILES 19, 31, 69**



Tomalak

This **Romulan** commander was charged with retrieving a **Romulan scout ship** that had crashed in **Federation** territory in 2366. Tomalak was also on hand when **Captain Picard** investigated **Alidar Jarok's** story about a Romulan base on **Nelvana III**. (*Starship Log*: 'The Enemy' [TNG]) **SEE FILES 49, 69**

▶ **Tomalak almost succeeded in capturing the U.S.S. ENTERPRISE NCC-1701-D when the ship entered the Neutral Zone to investigate reports of a base on Nelvana III.**

Toman'torax

This **Jem'Hadar** second served under **Omet'iklan** for three years. In 2372, Toman'torax was executed by Omet'iklan for starting a fight with **Worf** after he had been ordered not to. (*Starship Log*: 'To the Death' [DS9]) **SEE FILES 16, 70**

Tomar

This **Kelvan** was a member of **Rojan's** multigenerational colonizing expedition to the Milky Way Galaxy in 2268. After assuming human form to accommodate the **U.S.S. Enterprise NCC-1701's** environment, Tomar was unprepared for the debilitating effects of alcohol. (*Starship Log*: 'By Any Other Name' [TOS]) **SEE FILES 18, 68**

▶ **As part of a plan to regain control of the U.S.S. ENTERPRISE NCC-1701, Scotty treated Tomar to the delights of intoxicating liquor.**



Tombaugh, U.S.S.

This **Federation** starship was commanded by **Captain Blackwood**. The *Tombaugh* was assimilated by the **Borg** approximately three years before the **U.S.S. Enterprise NCC-1701-D's** first encounter in **System J-25**. (*Starship Log*: 'Infinite Regress' [VOY]) **SEE FILES 19, 71**

Tomed Incident

This violent confrontation between the **Federation** and the **Romulan Star Empire** in 2311 cost thousands of lives. Following the Tomed Incident, the Romulans began an extended period of isolation, staying on their side of the **Neutral Zone** until 2364. (*Starship Log*: 'The Neutral Zone' [TNG]) **SEE FILES 12, 69**



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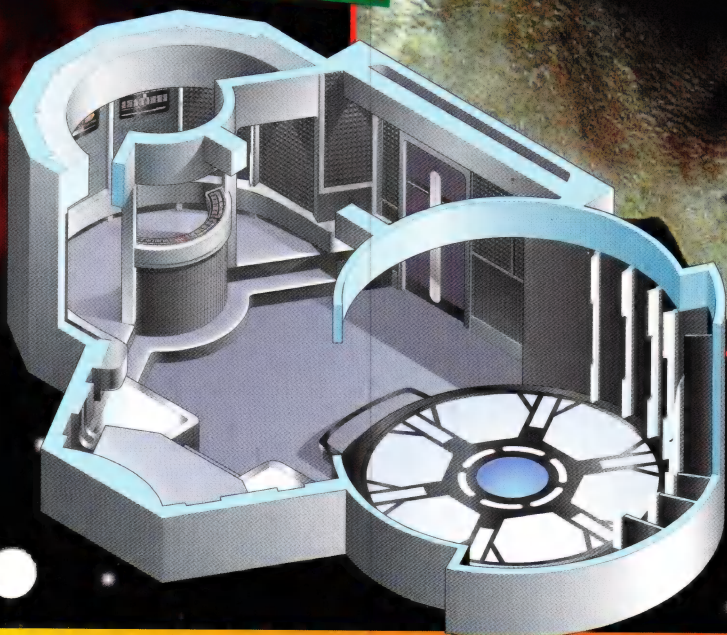
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The Guide to the STAR TREK Galaxy

FILE 10 CARD 4A



BAJORAN INTERNMENT CAMPS

Throughout history, occupying enemy forces have housed their subjugated victims in appallingly maintained camps and settlements. The internment camps that spring up during the Cardassian occupation of Bajor are no exception to this depressing trend.

The **Cardassians** occupied the **Bajoran** homeworld for over 40 years after their forces annexed the planet in 2328. **Cardassia Prime** is poor in natural resources, and therefore the Cardassian military were ordered to strip **Bajor** of its precious natural assets, using Bajoran slave laborers to accomplish the task. The Cardassian occupation was deliberately inhumane, and many Bajorans were forced to flee their homeworld, becoming refugees throughout the **Alpha Quadrant**. Those who failed to escape were tortured and mistreated in the brutal Cardassian-run internment camps.

The Cardassian belief that the Bajoran people are inferior and servile justified their use of the enslaved populace for harsh, menial jobs. The Bajorans were put to work in **replicator** plants and mines, and were expected to carry out any other dangerous or dull duties that the Cardassians felt were beneath them.

Labor camps

A number of harsh, substandard internment camps were set up all over Bajor. Two of the most notorious were found at **Relliketh** and **Singha**. **Bareil Antos** was interned at Relliketh during the occupation, while **Kira**

Nerys and her brothers were housed at Singha when they were young. Kira later recalls that there was not much for young people to do in the camp, although she did enjoy the odd game of **springball** with her siblings.

Orbital prison camp

Terok Nor, a Cardassian mining space station in orbit above Bajor, was constructed in 2351. Commanded by **Gul Dukat**, **Terok Nor** exemplified the very worst conditions that the Bajorans were forced to live under. Prisoners were made to process raw **uridium** for the Cardassians, and casualties in the processing plant were a daily occurrence. Other Bajorans, not just prisoners, lived on **Terok Nor** as well. They were

housed in poor communal quarters, unless they had somehow earned the approval of their commanders and been given their own private quarters. Some Bajorans were even permitted to run small businesses on the station, such as a chemist's shop, and there were vendors' booths with meager amounts of goods for sale. Non-prisoners might work at these establishments, or do menial janitorial jobs for the **Ferengi Quark** in his bar, where 12 hour shifts, with two five minute breaks, earned barely enough **latium** for a warm bowl from the soup kitchen.

In the community quarters, Bajorans lived in barracks that were not supplied with enough blankets or food, which



▲ Ghetto areas

On **TEROK NOR**, the Bajorans lived in ghettos and hungry children would often hang upon the gates.

▼ Making a profit

The **Ferengi Quark** made a profit during the Cardassian occupation of Bajor.



OFF-WORLD CAMPS

Unknown prisoners

Despite the assurances of the Cardassian authorities, not all Bajoran prisoners of war are released at the end of the occupation of Bajor. In 2370, Major **Kira Nerys** learns there is a camp on **Cardassia IV**, which still holds Bajoran prisoners – including Bajor's famous war hero **Li Nalas**. Gaining permission from Captain **Benjamin Sisko** to borrow a **Deep Space Nine Runabout**, **Kira** and Chief **Miles O'Brien** rescue **Li** and many of his fellow prisoners from the camp. On returning to **Deep Space Nine**, however, **Kira** learns that the Cardassians have already covered their tracks. **Gul Dukat** makes a formal apology to **Sisko**, assuring the commander that the camp prefect will be disciplined and the remaining prisoners returned to Bajor.



▲ **Li Nalas's** fellow inmates smuggle out one of his earrings, so that the outside world will learn of their plight.

▼ **O'Brien** pretends he is delivering **Kira Nerys** to the camp prefect, so that they can bypass the facility's forcefield.

GALAXY FACTS

In 2370, Vedek Bareil allows himself to be implicated in the Kendra Valley massacre, in order to cover up Kai Opaka's own involvement. Opaka sacrificed 42 Bajoran resistance fighters (including her own son) to the Cardassians in order to prevent the deaths of thousands of other Bajorans.

prompted disputes among the laborers. Until Gul Dukat extended the environmental controls to the Bajoran sector of the station, the prisoners were forced to burn **malaba drums** for heat. Bajorans on *Terok Nor* and across the planet suffered from malnutrition and a lack of decent medical care, problems which the Cardassians were in no hurry to remedy.

Ghetto life

The Bajoran-sectioned areas on *Terok Nor* were fenced off like a ghetto, and patrolled at all hours by the Cardassians. Well-armed guards continuously monitored the ghetto area from the second level walkways above. Prisoners could only leave the area by showing proper identification, or by being escorted beyond the fence to a job location for the day. Gaunt children often hung onto the metal gate, looking through and wondering about life on the other side.



The Guide to the STAR TREK Galaxy

FILE 10 CARD 4A

BAJORAN INTERNMENT CAMPS



Chief of Security Odo first met Kira Nerys in the Bajoran sector of *TEROK NOR*. She was a suspect in a murder he was investigating.

The Cardassians persecuted both Bareil and Winn for their faith in the Bajoran Prophets.



Many Bajorans fought back against their Cardassian oppressors. Shakaar Edon formed his own resistance cell, and later became Bajor's First Minister.

The section itself was gloomy, and the few open shops poorly lit. Cold, hungry, and ragged Bajorans sat in open doorways waiting for the opportunity to work, or else trudged wearily about as they completed back-breaking labors for the Cardassians.

Blackmail, prostitution, and drug abuse were all rife among the oppressed Bajorans. Truly desperate miners on *Terok Nor*, and presumably elsewhere during the occupation, turned to chemicals to deaden the pain of their existence, although it is not known how they obtained the illicit substances. Other oppressed Bajorans disapproved of this narcotic escape and often told their drugged colleagues that their behavior merely justified the Cardassians' view of them as animals. In response to the drug abuse, the Cardassians conducted

periodic ethnic cleansings on *Terok Nor*'s Promenade, a deeply unpleasant experience.

Bajorans who broke the rules on *Terok Nor* were placed in holding cells to await the swift Cardassian form of justice, which could include five years or more of hard labor, interrogation by the Cardassian authorities on Bajor, or the imposition of a hefty fine, depending on the crime committed. Trials were conducted after the sentence was passed, leaving Bajorans little chance of justice, or the right to defend themselves. In addition to internment

and labor camps, a number of Cardassian prisons were established on Bajor, such as the **Elemspur Detention Center**, where the high death rate was directly proportional to the deplorable conditions.

Resistance fighters

Many of the Bajorans who escaped death and disease in the camps fought back as members of the tenacious Bajoran resistance movement. The majority of these brave rebels grew up under Cardassian rule, and formed the opinion that it was better to fight and die, than to return to the terrible lives

they had in the internment camps. In 2257, the **Shakaar resistance group** liberated the **Gallitep** labor camp, where numerous atrocities were committed against the incarcerated Bajorans; Kira Nerys, at only 12 years of age, was among the rebels who brought freedom to the prisoners. So heinous were the war crimes of camp commander **Gul Darhe'el** that one of his own men, a file clerk named **Aamin Marritza**, felt great remorse over his inability to stop the carnage and decided to keep a record of Darhe'el's outrages.

The arrogant Cardassians were forced to pull out of Bajor in 2369; they themselves liberated the **Velos VII** internment camp during the withdrawal. **Dr. Surmak Ren**, a former member of the **Higa Metar** sect of the Bajoran underground, was among the Bajoran nationals released from captivity, but other detainees were not so fortunate. **Dr. Dekon Elig**, for example, was killed at Velos VII in 2362, when he failed to escape from the camp. He was just one of the many unfortunates who did not live to savor the Cardassians' final, ignominious retreat.

CONCUBINES

Privileged conditions

Bajoran women, willingly or otherwise, were often transported to *Terok Nor* to become playthings for Gul Dukat and his men. These women were sometimes granted special privileges for themselves or for their families, such as better living quarters or extra rations of food. For a long time, Kira Nerys believed that her mother died of malnutrition in the Singha camp in 2343. In fact, her mother, Kira Meru, became a comfort woman for Dukat and was even transferred to the prefect's quarters. Nerys learns the true fate of her mother in 2374, when she uses the Bajoran Orb of Time to travel back into the past to *Terok Nor* at the time of the occupation. At first Nerys believes her mother is a traitor, but then realizes that Meru's sacrifice prevented her husband and three children from dying of starvation in an internment camp.



Kira Nerys uses the Orb of Time to travel back to the era of the Cardassian occupation, in order to confirm or reject Gul Dukat's rumors about her mother.

Gul Dukat saw the Bajorans as errant children and treated them with a supposedly benevolent attitude. He had a special fondness for Kira Meru, Nerys's mother.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 15B

DELTA VEGA



THE UNITED FEDERATION
OF PLANETS

Planets throughout the universe, wondrous in themselves, are often rendered more so by the mysterious forces and unexplained phenomena that sometimes visit them. This is certainly true of the small and isolated planet Delta Vega.

Located on the very edge of the Galaxy, **Delta Vega** is a lonely and desolate **Class-M** world, slightly smaller than planet Earth. It boasts no moons or rings, and there are no cloud formations to shroud it from view; its atmosphere is relatively clear due to the planet's low moisture content. When seen from space, Delta Vega's dark red surface eerily highlights the mineral content of the planet's rocky land masses. All over the surface of Delta Vega, clusters of

boulders are scattered across small plains of reddish dirt and short brown grasses, the only natural vegetation – and the only life – to be found on the planet.

Gothic landscape

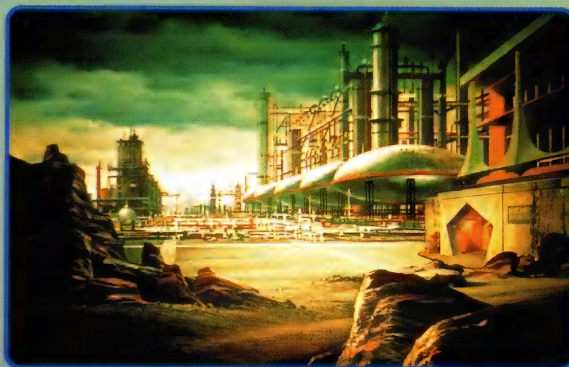
Tall towers of rock form looming, grayish-brown corridors that edge along otherwise flat lands. Low hills of sharp, craggy rock lead eventually to high, ungainly peaks that are separated by deep valleys. Gentle winds blow fine dust around and through these intriguing natural sculptures.

Isolated world

Delta Vega is an unpopulated planet located at the edge of the Galaxy. From space, it is an unremarkable-looking world.

As barren and forbidding as it is, the landscape nonetheless has a stark beauty all its own.

Delta Vega is a geologist's heaven, however. The planet is rich in crystal and minerals, particularly in lithium crystals. Lithium, the lightest element on the periodic table, is a critical component of early warp drive systems, such as that



BEFORE AND AFTER

Transformed

The surface of Delta Vega is virtually bereft of natural life until 2265, when the crew of the *U.S.S. Enterprise NCC-1701* visit the planet in order to quarantine the increasingly dangerous Lt. Commander Gary Mitchell. Mitchell escapes from the brig of the lithium cracking station, however, and uses his god-like powers to create a small oasis amid the stark landscape.

Mitchell's creation features refreshing springs flanked by a colorful variety of exotic flowers, shrubs, and ornamental grasses. Most of the plants brought forth by Mitchell are tall and gaudy, meant to stand up aesthetically to Delta Vega's harsh rock formations. Red, pink, and white blooms vividly contrast with the rust-colored rocks and earth. Mitchell even creates trees, specifically Kaferian apple trees, complete with ripe fruit. In addition, low scrub vegetation now peeks up between rocks and boulders. Even green lichens have appeared, to add color to the stone.

Gary Mitchell creates an exotic garden to demonstrate his remarkable telekinetic powers.



Delta Vega has little in the way of natural vegetation before the year 2265, save for a few grasses scattered across the rocky, dust-blown landscape.



Lithium station

The most impressive feature of Delta Vega's landscape is a fully automated lithium cracking station. It is only visited by cargo freighters every 20 years.

Planet Delta Vega

Class M

Quadrant Alpha

Life Forms None

Surface The planet has a harsh and desolate landscape.

Atmosphere Relatively mild winds blow dust clouds gently across the surface.

Features Delta Vega is home to a large Federation lithium cracking station. In 2265, Lt. Commander Gary Mitchell also creates a small, exotic oasis using his newly acquired god-like powers.

Starship Log STAR TREK: The Original Series 'Where No Man Has Gone Before'

▼ **Captain Kirk confronts Gary Mitchell in the exotic garden his friend has created. He attempts to stop Mitchell with a phaser rifle, but the weapon has no effect. The Starfleet officer has grown too powerful.**



The Guide to the STAR TREK Galaxy

FILE 7 CARD 15B

DELTA VEGA



GALAXY FACTS

▶ **Lt. Lee Kelso is murdered in the lithium cracking station on Delta Vega by Lt. Commander Gary Mitchell. Kelso is telekinetically strangled with a loose cable, while Mitchell is still in the brig.**

▶ **Other planets have been transformed by god-like beings. Trelane, for example, gives the planet Gothos a Class-M environment.**

▶ **Dr. Elizabeth Dehner is also affected by the energy barrier, and she joins Gary Mitchell on the surface of Delta Vega.**



used to provide warp power to the **Federation** starship **U.S.S. Enterprise NCC-1701**. Lithium of a quality suitable for use in warp drive engines is rare, making the vast supply on Delta Vega all the more valuable and in demand.

Lithium facility

The only man-made structures on the isolated planet are the components of an extensive **lithium cracking station**. This impressive **Federation** facility towers hundreds of meters toward the sky, and extends for several miles along the barren landscape. The station is fully automated; ore ships make calls in 20-year intervals, leaving the planet otherwise uninhabited.

The lithium cracking station includes port of call facilities that can be operated by the crews of the ore ships. Despite its low traffic, the station has a remarkably well-equipped and designed center – the interiors, for example, are surprisingly pleasant, with large windows affording a fine view of the rock-sculptured landscape outside. The station even comes equipped with a brig, spacious enough for a single prisoner, and provides a forcefield to keep the captive in place should he or she find the accommodations unsatisfactory.

The station is set up to cope with a variety of situations, from the mundane to the extreme, but it primarily serves starship crews who need to replace their own burnt-out lithium crystals in an emergency.

Creating an oasis

Delta Vega receives an unexpected face-lift in 2265, when the *Enterprise's* **Captain James T. Kirk** attempts to quarantine his friend and bridge officer **Lt. Commander Gary Mitchell** on the planet. Mitchell is a victim of radiation exposure, encountered as the ship passed through an energy field, known as the **galactic barrier**, at

the edge of the Galaxy. The lieutenant is rapidly mutating into a malevolent being with powerful capabilities. Enamoured of his growing mental and physical strength, Mitchell tries to impress fellow officer **Dr. Elizabeth Dehner**, another radiation victim, by sprucing up the inhospitable planet.

Mitchell creates a small oasis out of the barren wastelands of Delta Vega, presumably for himself and Dehner to dwell in. His 'garden' features a rich variety of vegetation, some of it tropical, some deciduous.

Mitchell, along with Dehner, dies on the planet before he can be quarantined. The changes wrought

▼ **Mitchell creates a grave for James Kirk, but in an ironic twist of fate it proves to be his own final resting place.**



by the marooned **Starfleet** officer, however, remain after his death. Only time will tell if these additions to the landscape will take root

and forever change Delta Vega, or if they will succumb to the harsh conditions and wither away to dust.

INCARCERATED ON DELTA VEGA

Marooned

On Stardate 1312, the *U.S.S. Enterprise NCC-1701* encounters an **energy barrier** at the boundary of the Galaxy. Crew members who have high ESP ratings are affected by the radiation, in particular **Lt. Commander Gary Mitchell** and **Dr. Elizabeth Dehner**. These two officers develop powerful telepathic and telekinetic abilities; Mitchell, for example, demonstrates his ability to levitate objects in sickbay. Unfortunately, his new-found powers appear to go hand-in-hand with an altered and malevolent personality. Mitchell starts to look down on his former crew mates, forcing his best friend and commanding officer, **Captain James T. Kirk**, to maroon him on Delta Vega. This isolated planet is chosen because its lithium facility is visited only every 20 years by cargo freighters, and Kirk believes Mitchell can do little harm here. This theory proves incorrect, however, as Mitchell eventually breaks free of the station's brig.



▶ **The lithium cracking station is a well-designed center, with efficient and up-to-date equipment.**



▶ **Mitchell momentarily loses his powers when he attempts to walk through the brig's forcefield.**

▶ **Kirk is reluctant to maroon Mitchell on Delta Vega, but Spock insists there is no other choice.**



Earth Starships: Prewarp

Two hundred years before the formation of the United Federation of Planets, the human race took its first faltering steps into the void and set off to explore the final frontier.

By the 22nd century, planet Earth and its people became one of the first signatories to the agreement that would ultimately create the **United Federation of Planets**. This organization advocates the expansion of scientific knowledge and Galactic travel, although humankind's legacy of space exploration extends as far back as the early 20th century.

Dawn of a new age

The year 1957 marked the dawn of humanity's spacefaring era with the launch of *Sputnik 1*, Earth's first artificial satellite, followed two years later by the first manned spaceflight of cosmonaut Yuri Gagarin aboard the space capsule *Vostok 1*. During the last four decades of the 20th century, humans made ever more bold steps to push out from the cradle of their homeworld, with the nations of the Soviet Union and the United States leading the way. Russia's Soviet Space Agency *Sputnik* and *Vostok* programs paved the way for the later *Soyuz* missions, while America's NASA fielded the early *Mercury* and *Gemini* spacecraft. These pioneering vessels eventually led to the *Apollo* program, which in 1969 took human beings to the surface of their lunar satellite, the Moon, and to the short-lived *Skylab* orbital facility. Automated, unmanned probes ranged even further, with the *Viking 1* mission to Mars in 1976, and the *Voyager* and *Pioneer* crafts, which ventured beyond Earth's solar system. Meanwhile, NASA continued with their *Space Shuttle* program, creating the first reusable spacecraft, and Russia constructed *Mir* space station in close orbit of Earth.

By the late 1990's, as parts of Earth were ravaged by the **Eugenics Wars**, primitive cryogenic suspension technologies were being developed for 'sleeper ships,' along with new rocket designs such as the **DY-100** and the later

DY-500 and **DY-750**'s, which would continue to be viable vessels well into the 2100's. One of these craft, the **S.S. Botany Bay**, was hijacked by the genetic 'superman' **Kahn Noonien Singh** and his followers, escaping Earth on a voyage that would last hundreds of years. As 1999 drew to a close, and the *Mir* station had been closed down, a new NASA orbital facility, the *International Space Station*, was under construction, and unmanned probes continued to venture to Mars in search of evidence of life, to the Moon in search of water, and into the depths of space. It was in this year also that the last of NASA's *Voyager* spacecraft, **Voyager 6**, was launched. *Voyager 6* would eventually become lost after falling through a black hole, emerging on the other side of the Galaxy. There it would encounter a machine civilization that enabled it to complete its mission and return to Earth in 2271, as the massive **V'Ger** vessel.

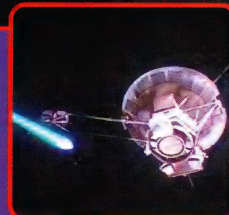
Post holocaust era

The 21st century brought more new missions and expeditions into space, even as Earth itself eventually succumbed to the dreadful events of World War III, and the post-atomic horror of its aftermath. In 2002, scientist **Jackson Roykirk's** **Nomad** space probe was launched on an exploratory mission to seek out new life forms. It was later believed to be destroyed in a meteoroid collision, but **Nomad** actually joined with an alien craft called **Tan-Ru**, and continued to exist well into the 23rd century. NASA and other space agencies, including Japan's **NASDA** and Europe's **ESA**, continued to launch manned vessels, while corporate entities elsewhere on Earth worked to open up near orbit space for commercial use, with craft such as **Roton** and **VentureStar**.

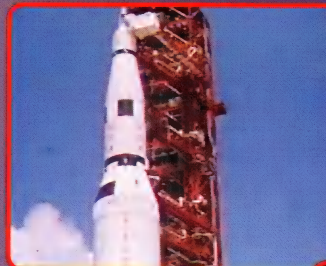
In 2009, the landmark manned



Lt. John Mark Kelly commanded the **ARES IV** mission to Mars.



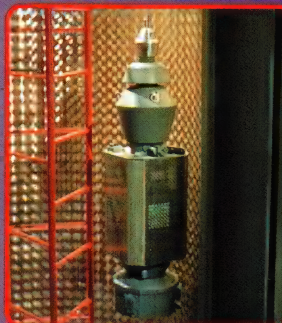
PIONEER 10, an early automated, unmanned NASA space probe, is destroyed by a **KLINGON BIRD-OF-PREY** in 2287.



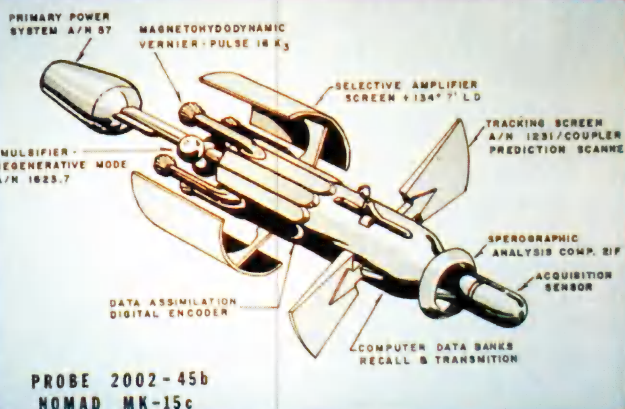
In the 20th century, nuclear powered rockets, such as the **SATURN V**, were used for the **Apollo** moon program.



Gary Seven is assigned to show humanity the error of using nuclear power.



Jackson Roykirk's **NOMAD** space probe was launched in 2002, specifically designed to seek out new life forms - a quest which is later taken up by the **United Federation of Planet's** exploratory and defensive branch, **Starfleet**.



Earth Starships: Prewarp

▶ The space probe **V'GER** has its programming extended by sentient machines.



▶ When **PIONEER 10** was launched it carried a universal message of peace in the form of humanoid figures.



▶ The remains of Colonel **Stephen Richey** are found by the U.S.S. **ENTERPRISE NCC-1701-D** crew inside the **Hotel Royale**.



▶ Parts of **Richey's** uniform survive the centuries, such as his arm patch with the **NASA** logo.



▶ In 2037, an alien intelligence was unwittingly responsible for the destruction of **CHARYBDIS**.



flight of a mission to Saturn, under the command of **Colonel Shaun Geoffrey Christopher**, took place. As advances in propulsion technologies made 'sleeping ships' obsolete, human crews ranged even further into space, making the first steps toward colonizing the Moon and Mars. Many of Earth's space agencies pooled their talent and material to form **ISA**, the International Space Agency, and it was this governing body that continued to spearhead man's exploration of space, eventually leading to the creation of **Starfleet's** forerunner, **UESPA**, the United Earth Space Probe Agency.

Missions to Mars

Perhaps the ISA's greatest contribution to humanity's space age were the manned **Ares** missions to Mars. Every bit as pivotal as the Apollo flights to the Moon, the **Ares** launch in the 2030's paved the way for colonies on Mars. The **Ares** craft were three-man vessels, 96 meters long, and weighing 92 metric tonnes, powered by a third-generation **ion drive system**, and equipped with a **transpectral imager**. The best known mission in the program was **Ares IV**, launched in 2032 and commanded by astronaut **Lt. John Mark Kelly**. Kelly and the **Ares IV Command Module** were dragged from Martian orbit into **subspace** by a spatial anomaly known as a **graviton ellipse**, leaving fellow crew members **Rose Kumagawa** and **Andre Novakovich** stranded for weeks – the event almost stopped the Mars program. It is not until 2376, however, when the crew of the **U.S.S. Voyager NCC-74656** encounter the same graviton ellipse that captured Kelly on **Stardate 53292**, that it is discovered the astronaut survived for ten days inside the anomaly, having gathered over 60 terraquads of data on the phenomenon.

Despite such setbacks, space flights continued, with NASA launching the **Charybdis** under the command of **Colonel Stephen Richey** in 2037, the third mission in a series designed to explore beyond the boundary of Earth's solar system. Telemetry was lost from the **Charybdis** that same year, but it was later

discovered that Richey had been rescued by an alien intelligence and deposited on the eighth planet in the **Theta 116 star system**.

Interstellar era

Earth's next milestone would be the invention of warp drive and faster-than-light travel, ironically growing from the ruins of a world battered by global war. On April 4th, 2063, Earth's space age ended and the interstellar age began, as scientist and pioneer **Zefram Cochrane** launched the **Phoenix**, a prototype warp ship constructed from the hull of a **Titan V** missile. Cochrane's short flight, which was almost prevented by a group of time-traveling **Borg**, attracted the attention of a passing **Vulcan** starship and initiated the human race's **first contact** with an alien species. From this historic event, the seeds that would eventually mature into the ideals of the United Federation of Planets were sown.



▶ Earth took its initial steps into the interstellar age with the invention of the first faster-than-light vessel. **Zefram Cochrane** created a warp capable ship, the **PHOENIX**, from the hull of a **TITAN V** missile.

SUSPENDED ANIMATION

Timeless sleep

In the late 20th century, a cryosatellite was launched from Earth carrying a frozen human cargo. Three hundred years later, the satellite is discovered by the crew of the **U.S.S. Enterprise NCC-1701-D**, who manage to revive only three survivors.

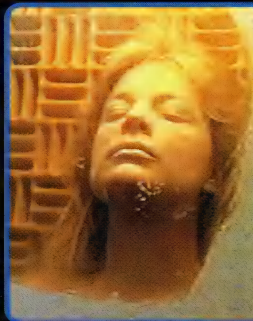
▶ Ancient satellite

20th-century cryogenics preserved humans in the hope that they could be revived in the future.



▶ Historic discovery

The ancient satellite is found 300 years later by the **U.S.S. ENTERPRISE**.



▶ Frozen crew

Claire Raymond is one of the lucky survivors of the cryogenic sleep.

▶ Storage modules

The cryogenic units fail to preserve all of the suspended crew. Only three sleepers survive.





FILE 31 OTHER FEDERATION STARSHIPS

U.S.S. RELIANT NCC-1864

PERSONNEL

CREW UNDER CAPTAIN TERRELL

The small crew of the *U.S.S. Reliant NCC-1864* is comprised of experienced **Starfleet** officers loyal to their commanding officer, **Captain Clark Terrell**. In 2285, they are given the assignment of surveying the planets in the **Mutara Sector** of **Federation** space, with the aim of locating a barren planet, devoid of all life, which can be used as the site of the **Genesis Project**. It is a mission that proves to be the *Reliant*'s undoing, as all the crew except Captain Terrell and **First Officer Pavel Chekov** are marooned on the inhospitable planet of **Ceti Alpha V** by the renegade **Khan Noonien Singh**, who then seizes control of the ship.

▶ The *U.S.S. RELIANT* and its crew meet a most unfortunate fate at the hands of a genetically engineered superman.



CAPTAIN CLARK TERRELL

Captain Clark Terrell is a tall, bearded man with a wealth of **Starfleet** experience. During the planetary survey assignment, he is annoyed to find that an otherwise suitable planet has a minor energy flux reading, and hopes that this belongs to a life form that can be transplanted, thus enabling him to complete his mission. When he investigates the reading, however, he is captured by **Khan Noonien Singh**, and brought under the madman's control with the aid of an immature **Ceti eel**. Khan leaves Terrell at the **Regula 1 Space Laboratory**, and orders him to kill **Admiral James T. Kirk**. The captain's strong will and sense of honor allows him to overcome Khan's conditioning, and he instead turns his **phaser** on himself, sacrificing his own life to save that of his fellow officer.



▶ **Captain Clark Terrell**, an experienced **Starfleet** captain, would rather die than hurt a fellow officer. He turns his phaser on himself.

COMMANDER PAVEL CHEKOV

Commander Pavel Chekov is the Russian-born first officer aboard the *U.S.S. Reliant NCC-1864*. He accompanies **Captain Clark Terrell** onto the surface of a world they believe to be **Ceti Alpha VI** to investigate a minor energy flux reading; he is horrified to encounter the marooned dictator **Khan Noonien Singh** and his followers, all of whom have survived on the planet's surface for several years. Khan takes control of Chekov's mind using a young **Ceti eel**, which wraps itself around the officer's cerebral cortex, leaving him susceptible to Khan's wishes. Despite being ordered to kill his former commander **Admiral James T. Kirk**, Chekov is able to break free of Khan's mind control, and the **Ceti eel** leaves his body. He later makes a complete recovery from this horrifying ordeal.



▶ Not even the mind-controlling **Ceti eels** can force **Pavel Chekov** to fire on his old friend and former captain, **James T. Kirk**.

COMMANDER BEACH

Commander Beach is the second officer on the *U.S.S. Reliant NCC-1864*. He is capable of logical analysis, demonstrated when he carries out a surface scan of what the crew believes is **Ceti Alpha VI**, reporting to **Captain Clark Terrell** that its limited atmosphere is incapable of supporting life forms. Fellow officer **Commander Pavel Chekov** contradicts this mistake, reporting a minor energy flux reading. The captain views Beach as a trustworthy officer, and leaves him in command of the bridge when he and Chekov beam down to the planet's surface. Beach is marooned on the planet, actually **Ceti Alpha V**, with the rest of the crew after **Khan Noonien Singh** seizes control of the *Reliant*.



▶ **Beach's** golden opportunity to prove his command skills ends in disaster when his crew are marooned, and his ship commandeered.

COMMANDER KYLE

Commander Kyle is the communications officer on the bridge of the *U.S.S. Reliant NCC-1864*. He has blond hair and a neatly clipped goatee beard. Prior to this posting, Kyle served with **Pavel Chekov** aboard the *U.S.S. Enterprise NCC-1701* under **Captain James T. Kirk**; he was a versatile officer who worked on the bridge and in security, but was best known for being the ship's **transporter chief** for many years. His promotion to the rank of commander, and appointment to an important bridge position, are just reward for his years of dedicated service. Like the other members of the crew, Kyle is left marooned on **Ceti Alpha V** by **Khan Noonien Singh**.



▶ After years of service on the *U.S.S. ENTERPRISE*, the ever reliable **Mr. Kyle** becomes a valued member of **Captain Clark Terrell's** bridge crew.





U.S.S. RELIANT NCC-1864

PERSONNEL

CREW UNDER KHAN NOONIEN SINGH

As soon as **Khan Noonien Singh** captures the *U.S.S. Reliant NCC-1864*, he maroons its **Starfleet** crew on the barren planet **Ceti Alpha V**. Khan then replaces the Starfleet officers with the survivors of the mob that left Earth with him in 1996, and were later picked

up by **Captain James T. Kirk** and the *U.S.S. Enterprise NCC-1701*. These people are sworn to live and die at Khan's command, and their superior intellects allow them to quickly take over the running of the Starfleet vessel. The bridge crew gradually cede their duties to

Khan's aide, **Joachim**, choosing to silently watch as their leader fanatically pursues his enemy, Admiral Kirk, into battle. It is this unquestioning loyalty that leads to their eventual destruction, when the *Reliant* is targeted by the *Enterprise's* weapons.



▶ The arrival of Starfleet officers in the Ceti Alpha system gives Khan and his followers the first escape opportunity they have had in 15 years. The Federation crew have little chance against the enhanced humans and their deadly weapon: Ceti eels.

▶ The younger generation of super-humans look to Khan for advice and leadership, but this ultimately proves their undoing, as they do not speak out against him when it becomes obvious that he is more interested in revenge than their welfare.



KHAN NOONIEN SINGH

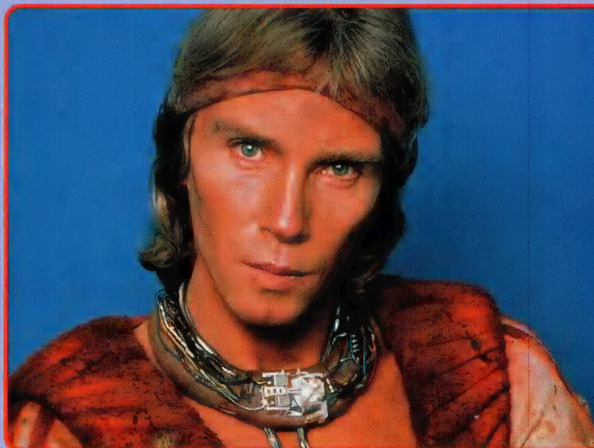
When **Khan Noonien Singh** encounters **Pavel Chekov** on **Ceti Alpha V** in 2285, he is reminded of **James T. Kirk**, the man Khan holds responsible for the death of his wife. He embarks upon a vendetta of revenge against the admiral, seizing control of Chekov and **Captain Clark Terrell's** minds using **Ceti eels**. He then takes over the *U.S.S. Reliant NCC-1864* and maroons its crew on Ceti Alpha V, replacing them with his own followers before setting out to destroy Kirk. Despite Khan's genetically enhanced intellect, however, he is continually outwitted by the crew of the *U.S.S. Enterprise NCC-1701*; in a last, fanatical attempt to kill Kirk, Khan detonates the stolen **Genesis Device** aboard the *Reliant*, atomizing himself and his crew. Once more, however, he fails to kill his nemesis; Kirk and the *Enterprise* are able to engage warp engines and escape just in time.



▶ Khan blames **James T. Kirk** for abandoning his people on a hostile world and never checking on their progress. An ecological catastrophe shortly after their arrival turned a harsh but hospitable planet into a wasteland. Khan's wife was one of the first victims of the Ceti eels.

JOACHIM

Joachim is **Khan Noonien Singh's** loyal and respected aide. The good-looking, blond-haired young man dresses in clothes that reveal his chest, and wears many body adornments including a headband, necklace, and medallion. During his time aboard the *U.S.S. Reliant NCC-1864*, Joachim practically runs the bridge single-handedly, taking on the responsibilities of helmsman and weapons officer. He is not afraid to impart sensible advice to Khan, recommending that the tyrant leave in the captured ship, instead of pursuing **Admiral James T. Kirk** in a foolhardy battle; he is one of the few members of Khan's crew who is prepared to stand up to the madman and voice his concerns. Joachim's reservations about entering the **Mutara Nebula** go unheeded, and he is mortally wounded when the *Enterprise's* weapons target the bridge. As he dies in Khan's arms, his final words loyally declare his belief that his master still possesses the superior intellect.



▶ Joachim believes that once Khan has gained possession of the *U.S.S. RELIANT*, it would make more sense to use it to reach an hospitable world, rather than engage in a pointless quest for revenge. Khan is distraught when his fight with Kirk leads to Joachim's death.

B'Elanna Torres

B'Elanna Torres is the highly efficient chief engineer of the *U.S.S. Voyager NCC-74656*, although her quick temper, Klingon heritage, and one-time involvement with the Maquis prevent her from making the perfect Starfleet officer.

he product of a Klingon mother and a human father, B'Elanna Torres spent her formative years with her parents on the Federation colony planet of Kessik IV. She and her mother were the only Klingons in the colony; young B'Elanna tried to hide her Klingon forehead under hats and scarves, but was always made to feel different, which sowed the seeds of her discomfort with her Klingon heritage. When B'Elanna was six, her father walked out on his family. The little girl cried herself to sleep every night for months, and finally concluded that he had left because she looked like a Klingon. She and her mother then went to live on Qo'noS, the Klingon homeland, where she felt equally ill at ease. Caught between two cultures and two estranged parents, she

felt close to neither of them. As an adult, B'Elanna applied to Starfleet Academy. Unfortunately, she did not last the distance. Despite distinguishing herself as a member of the decathlon team, and impressing a lecturer or two with her original thought and challenging views, she swiftly decided that the academy was not for her. Her hot temper led to disciplinary problems, including four hearings and a suspension, and she left the academy in her sophomore year.

Sensing potential

One of B'Elanna's advocates, lecturer Professor Chapman, nevertheless left a note in her record recommending that the student be considered for readmission should she ever apply. She also took with her the happy memory of being

involved with Maxwell Burke, who affectionately dubbed her "BLT." She recalls that she dubbed him a **pahtk**, but the aggression was all part of what made B'Elanna Torres tick.

The half-Klingon woman loses control easily, and

blames her temper – along with most other things – on her Klingon background. B'Elanna does not place any importance on traditional Klingon rituals, such as the **Day of Honor**, though she does mellow over time and makes half-hearted attempts to reconcile with her heritage. In 2374, she muses that being on the other side of the Galaxy from anything Klingon has changed her.

B'Elanna is used to

pushing people away as a defense mechanism, and secretly views herself as a coward because of it. She even tries to kill her animal guide when introduced to it by Chakotay in 2371.

After leaving Starfleet, B'Elanna found a cause and people that she could embrace in the **Maquis**, a resistance organization committed to halting **Cardassian** aggression against Federation colonies in the **Demilitarized Zone**. She joined the group after her life was saved by Chakotay, a Maquis leader who would become her

PROFILE ON A REBEL

NAME: B'Elanna Torres

LIFE FORM: Half-human, half-Klingon female

RANK: Lieutenant [field commission]

STATUS: Chief Engineer, *U.S.S. Voyager NCC-74656*

FAMILY: B'Elanna spent her early years with her parents on the Federation colony Kessik IV. After their divorce, she went to live with her mother on Qo'noS. B'Elanna resented her mother's teachings.

FIRST SEEN: "Caretaker" [VOY]



Despite a troubled childhood and adolescence, the half-Klingon B'Elanna Torres has matured into a valuable and efficient officer.

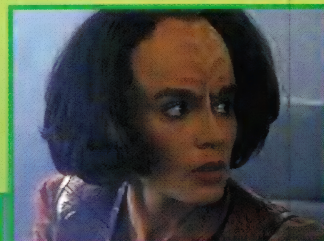
MAQUIS TO STARFLEET

★ Growth

B'Elanna has come a long way from the angry young Maquis that she used to be.

★ At home

Torres confidently takes charge of the *U.S.S. VOYAGER's* engineering department, repaying Captain Janeway's faith in the headstrong officer.



★ The value of friendship

B'Elanna's long association with Chakotay has proved beneficial to both of them.



★ Lovers

B'Elanna's relationship with Tom Paris is growing all the time.



OTHER CARDS IN THIS FILE...

51 CAPTAIN JANEWAY
52 CHAKOTAY
55 TOM PARIS

SEE OTHER FILES...

THE KLINGON EMPIREFile 11
OTHER GROUPS & RACES ..File 18
U.S.S. VOYAGERFile 29
STAR TREK: VOYAGER.File 71

B'Elanna Torres

senior officer on the **U.S.S. Voyager NCC-74656**.

As part of the Maquis, B'Elanna faced some dangerous situations. The first time she took command of a mission she led her people into a cave she thought was a Cardassian military installation, after she mistook unstable mineral deposits for weapons signatures. There was a rock slide and the group were trapped in the cave for days; they had to dig themselves out with their bare hands.

In general, though, B'Elanna's aptitude for science proved very valuable to the Maquis. For example, she put her skills to good use reprogramming the Cardassian weapon of mass destruction nicknamed **Dreadnought**. The highly-advanced missile failed to explode at its intended target; B'Elanna changed the computer's identity and gave it a new mission. It mysteriously vanished shortly after, only to resurface in the **Delta Quadrant** in 2372, when B'Elanna is once again called upon to stop its onslaught.

Abducted

By far the most important event in B'Elanna's life comes in 2371, when the Maquis vessel on which B'Elanna serves is drawn 70000 light years across the Galaxy by a being known as the **Caretaker**. Shortly after, the life form also abducts the Federation starship **Voyager**, and the Maquis survivors are absorbed into the Federation ship's crew when their own vessel is destroyed.

B'Elanna is made chief engineer on the good word of Chakotay, now first officer, and after much consideration by **Captain Kathryn Janeway**. This follows numerous clashes with the rest of the crew, notably B'Elanna's superior at that point, **Lt. Carey**. B'Elanna finds it as difficult to integrate with this new 'family' as ever. She prefers the company of her former Maquis friends, such as **Seska**, and rails against authority, but nevertheless makes an effort to forge workable relationships with fellow crew members. Over the years this turns

★ Life or death

When a parasitic life form attaches itself to B'Elanna, she refuses treatment from a war criminal.



★ Traitor

Like the rest of her Maquis cell, B'Elanna has no idea that Seska is actually a surgically altered Cardassian spy.

★ Clash of wills

B'Elanna frequently clashes with the former Borg Seven of Nine.



into real friendship with the likes of **Harry Kim** and **Neelix**, though she routinely clashes with **Seven of Nine** when the ex-Borg drone joins the crew at the start of 2374. The engineer also respects Captain Janeway; her initial resentment at Janeway for stranding them in the Delta Quadrant is replaced by gratitude and genuine esteem.

Finding love

B'Elanna's relationship with **Tom Paris** is a turbulent affair. It begins when she undergoes the **Pon farr**, a **Vulcan** chemical imbalance telepathically transferred to her by **Lt. Vorik**. She becomes aggressive and irrational during an away mission and must take a mate to survive. For a time it looks as if Paris will acquiesce, but the Pon farr is instead purged during ritual combat with Vorik.

It is the start of a bumpy courtship for Tom and B'Elanna. She tries pushing him away, as she has done with people all her life, and even when he attempts to help her with the Day of Honor she shows little gratitude. It takes a



★ In danger

B'Elanna risks her life in dangerous stunts, after learning that the Maquis have been wiped out.



★ Tested to the limit

B'Elanna even applies her engineering skills to the systems aboard a Malon vessel.

"You're afraid that your big scary Klingon side might have been showing. Well, I saw it up close and you know, it wasn't so terrible."

— Tom Paris to B'Elanna Torres

slaughter the day after she receives the news, and begins punishing herself by disengaging safety protocols and running ever more dangerous programs. This masochistic abuse goes on for months.

B'Elanna feels that she has lost every family she has ever had, but with the advice of Chakotay, and the help of a dangerous mission to purge her grief, she finally feels able to continue living her life. She is a woman more at peace with herself, with a family on **Voyager** that is not going to desert her.

MOTHER AND DAUGHTER

Reconciliation

B'Elanna Torres is forced to confront her Klingon heritage in 2376, when she learns that the rejection of this side of her nature is preventing her mother from entering the glorious Klingon afterlife.

Coming to terms

B'Elanna has to accept her Klingon heritage in order to ensure her mother's place in **Sto-Vo-Kor**.



Warrior heritage

In the **Barge of the Dead** vision, B'Elanna appears in full Klingon warrior armor.

Garak and the Federation

The Cardassian Garak presents himself as a simple tailor, but this facade hides his dark past as an assassin and spy — qualities that make him extremely useful to the Federation.

Elim Garak is the sole remaining Cardassian on *Terok Nor* when the space station is appropriated by Starfleet in 2369 and renamed *Deep Space Nine*. Common gossip labels him a spy, but he maintains that his only interest is his tailor shop on the station's Promenade. His Federation colleagues nevertheless view him with polite mistrust.

As if to refute this suspicion, there are a number of occasions when the one-time member of the Obsidian Order is able to be of some service to Captain Benjamin Sisko. In 2371, for example, his former *Terok Nor* access codes help the Starfleet crew survive the inadvertent activation of a counterinsurgency program left behind by the Cardassians. Earlier the same year, during a fake

Dominion invasion scenario mounted by the Founders to test the mettle of Sisko and his senior officers, Garak is tellingly portrayed in their own minds as a friend and ally during their mission to stop the threat. The Cardassian even takes up a weapon and fights alongside Starfleet personnel to defend *Deep Space Nine* from a Klingon attack in 2372.

Extracting information

Garak also brings to Sisko's attention Major Kira Nerys's abduction by the Obsidian Order in 2371. The captain extracts further assistance from the tailor by noting that several ministers in the Bajoran government are uncomfortable with his presence on *Deep Space Nine* and want him removed; this is avoidable if Garak can demonstrate his usefulness. Garak does indeed make himself useful by

PROFILE ON A FEDERATION ALLY

FORMER STATUS: Garak was a member of the Obsidian Order until he was exiled to *Deep Space Nine* in 2369.

CURRENT OCCUPATION: The Cardassian continues to live on the station under Federation rule, and by 2375, he is employed by Starfleet Intelligence as a decoder and informer.

INFORMERS: The relationship Garak shares with the Federation is one of mutual convenience: in 2372, for example, Captain Sisko allows Garak to overhear that the Klingons plan to invade Cardassia.



▲ Garak works alongside Starfleet forces during their battles against the Dominion-Cardassian alliance.

bluffing his way past a Cardassian vessel, but he also makes it clear that he has no intention of sacrificing his life to save Sisko's.

Opportunism is Garak's driving motivation, and this can bring him into conflict with the Federation. He takes advantage of the Kira rescue mission to snoop around near the *U.S.S. Defiant* NCC-74205's phaser bank control, and has to be confined. Eighteen months later, he asks to join the

Defiant's mission to return Odo to the Founders for treatment, on the pretext of tracking down Cardassian survivors of an assault on the Founder homeworld. After he is told there are none, he attempts to access the ship's weapons and take revenge, but is prevented from doing so by Commander Worf. The Cardassian is sentenced to six months in a holding cell for his actions.

Nevertheless, Garak also benefits from his relationship with the Federation. In 2372, Sisko calls him into his office to take the captain's measurements during a briefing, allowing Garak to overhear the fact

FEDERATION SPY AND COLLABORATOR



★ Rescue mission

A former member of the Obsidian Order himself, Garak helps rescue Kira Nerys from their clutches in 2371.



★ **Turning the tide**
Captain Sisko enlists Garak's help to get the Romulans to break their non-aggression pact with the Dominion.



★ Captured

Garak's close connection to the Federation is not always an advantage, such as when he and Nog are captured by the Jem'Hadar.

Garak and the Federation



★ Escape

In 2373, Garak confronts his fears to help Bashir, Worf, and Martok escape from Dominion internment camp 371.



★ Cardassian physiology

Garak uses the Dominion headset aboard Captain Sisko's captured Jem'Hadar vessel.

transponder has been implanted in his brain to monitor his thoughts, and even asks **Dr. Julian Bashir** to scan his brain for the device. He says he would have done this if he were in the Federation's position.

The truth is simply that Starfleet is at war with the Dominion and, therefore, Cardassia also. Garak was at one time an important Cardassian and any detail he knows could prove vital. Garak does not respond well to this interrogation – he would rather be on the *Defiant* surrounded by familiar faces. This admission reveals a great deal about the enigmatic Cardassian's shift in attitude.

Sisko enlists Garak's help in a very important assignment toward the end of 2374. The captain needs to bring the **Romulans** into the war by any means necessary, and Garak is the man who can help him. When other options fail, the Cardassian suggests presenting **Vreenak**, a high-level Romulan senator, with fabricated evidence of a planned Dominion invasion of **Romulus**. The ruse fails, as Garak feared it would, but Vreenak's presence on the station gives him an opportunity to assassinate the senator and arrange it so that the Dominion gets the blame. The Romulans swallow the bait and

"Treason, like beauty, is in the eye of the beholder."

— Garak

the balance of power shifts.

Starfleet Intelligence employs Garak to decode Cardassian military transmissions – he actually invented some of the basic encryption protocols when he was with the Obsidian Order. He is even forced to close his tailor shop in early 2375 to concentrate on the time-consuming but crucial work: the Federation's seventh fleet attacks **Calandra** based on information provided by Garak, for example.

Such a personal sacrifice does not come without a cost, however, and Garak suffers much inner torment as a result of his necessary betrayal of his people. His psychological anguish is resolved with the help of **Lt. Ezri Dax**.

Resistance fighter

In the last days of the war, Garak provides a further service to the Federation when he joins Colonel Kira on her mission to teach guerrilla tactics to the Cardassian resistance. He contacts **Legate Damar** and helps draw up a list of vulnerable facilities; his cunning, and knowledge of security protocols, once again prove to be invaluable. He and the others seek refuge on **Cardassia Prime** in the house of **Mila**, the housekeeper who knew Garak as a child.

By 2375, Garak has come a long way from the solitary Cardassian exile who spoke caustically of Federation dogma and cloying warmth. On some subjects he remains as taciturn as ever, but his service to the organization cannot be disputed.

★ Paranoid spy

Garak worries that Starfleet Intelligence may have planted a neural transponder in his brain.

that a Klingon task force is on its way to Cardassia. Garak in turn warns the Cardassians – something that the Federation is unable to do directly because of the **Khitomer Accords**.

In mid-2373, Garak asks to go along on the mission to find **Enabran Tain**, and aids in the party's escape from **Dominion internment camp 371**. Late the following year, he agrees to help Starfleet officers avoid the booby traps left behind on the disused Cardassian station **Empok Nor**.

Dominion rule

Following Cardassia's joining with the Dominion, Garak's association with the Federation becomes more defined. He loves his homeworld, but cannot support the administration now controlling it. When the Dominion attacks **Deep Space Nine**, he evacuates

★ Useful knowledge

Garak joins a Starfleet mission to salvage equipment from the abandoned station EMPOK NOR.

on the *Defiant* – he has nowhere else to go. Sisko later invites Garak to join them on a vital mission, using a captured **Jem'Hadar** vessel, to destroy a **ketracel-white** facility deep in Cardassian space. Cardassian physiology is more compatible than human with the Dominion headsets used as viewscreens, and Garak offers to shoulder some of the work.

The tailor begins to help Starfleet and Sisko with strategic operations, studying star charts to suggest targets in Cardassian space and sitting in on tactical meetings. During the battle for the **Chin'toka system** at the end of the year, it is Garak who provides the vital observation that the enemy's orbital weapons platforms have no independent energy sources and must be powered from a nearby moon.

The former spy is nevertheless a little paranoid – an occupational hazard – about his relationship with the Federation. During his debriefing by **Starfleet Intelligence** he becomes convinced that a **neural**

FEDERATION FRIENDS

Julian and Ezri

Many Starfleet officers greatly mistrust Garak's relationship with the Federation, no doubt because of the Cardassian's colorful past. Despite this, the tailor actually makes some genuine friends aboard *Deep Space Nine*, most notably **Dr. Julian Bashir**. The enthusiastic young doctor is immediately fascinated by the enigmatic Cardassian, and he and Garak sometimes meet in the Replimat for breakfast. In 2370, Bashir saves the life of his Cardassian friend by removing a malfunctioning cranial implant Garak had implanted into his skull while a member of the Obsidian Order.

Five years later, Garak is helped by another Starfleet officer, when the responsibility of supplying Cardassian military intelligence to the Federation takes its toll. Garak firmly believes that the Dominion must be defeated, but the knowledge that Cardassians are dying because of his betrayal brings on claustrophobia attacks. He manages to overcome these episodes, and some of his disquiet, through counseling with **Lt. Ezri Dax**.



▲ Counsel

Ezri Dax helps Garak to conquer his claustrophobia.

▲ Friends

Dr. Bashir befriends the secretive Cardassian tailor.



Starfleet Uniforms: Desert Outfits

Special **Starfleet** outfits ensure that officers are comfortable in even the hottest environments.

The black trouser suits worn by **Starfleet** personnel in the 2370's are extremely practical uniforms, but even these are not ideal for every situation in which officers are likely to find themselves. The heavy, dark material is perfect for the rigors of the **Dominion** war frontlines, and the temperature-controlled environs of a starship or space station, but is less suited to the hot climes of a desert planet such as **Tyree**. **Captain Benjamin Sisko**, his father **Joseph**, son **Jake**, and **Ensign Ezri Dax** set off to this sun-baked world in 2376, after a vision leads Sisko to



As on any other away mission, **Starfleet** officers beaming down to desert planets are equipped with useful equipment such as tricorders, which can provide valuable information on their surroundings.



Despite the carefully considered design of the desert outfits, hot environments can still be extremely uncomfortable for races used to more temperate climes, such as the young **Trill Ezri Dax**.



It is especially important that **Starfleet** officers operating in difficult environments are kept in contact with local facilities. The standard communicator badge is usually worn on the desert outfit's outer cloak.

Colored bands around the cuffs of the outer cloak, the hem of the cloak's hood, and on the T-shirt of the main outfit denote the wearer's duty division – in this case, blue for science and medical.

1 Emergency rations A small backpack is often worn by officers beaming into desert environments, enabling them to carry emergency rations, such as water, that can help them to avoid dehydration, sun-stroke, and other dangers.

The loose-fitting pants allow plenty of room for movement.

2 Comfort Unlike the heavy leather of the usual **Starfleet** uniform boot, the desert outfit incorporates softer footwear that is more similar to a sports shoe. It may be less hard-wearing than the tougher boots of the regular outfit, but provides much greater comfort.

Starfleet Uniforms: Desert Outfits

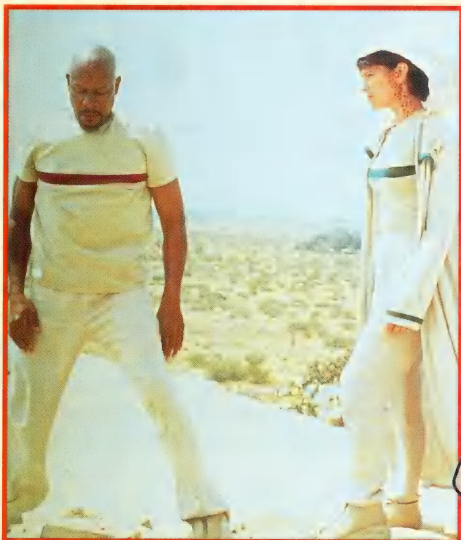
believe that the **Orb of the Emissary** is buried in the planet's sand. In order to keep themselves cool, and protected from the danger of sunburn, Sisko and his companions don Starfleet's specially designed desert outfits. This consists of loose-fitting pants and a short-sleeved T-shirt in cool, natural colors, covered by a loose hooded cloak. The wearer's duty division colors are displayed in a thin band around the chest, and as braiding around the hood and sleeves of the cloak.

Traditional style

The design of the desert outfits is a tried and tested style of clothing for hot environments. The cloaks in particular are very similar to the traditional outfits of the **Vulcan** people, whose world is also hot and dry; they also hark back to the clothing worn by people living in Earth's sun-scorched regions, such as Africa and the Middle East. The soft material of the sturdy, ankle-length boots provides a good grip on the dusty rocks and sand banks of the inhospitable planet Tyree.



▲ The cloaks can be worn over ordinary clothes if civilians, such as Jake and Joseph Sisko, accompany Starfleet officers on their visits to hot and dusty planets.



▲ The practical boots of the desert outfits prove ideal for Sisko and Dax's long trek over the sand dunes and sun-bleached rocks of the planet Tyree.



▲ Sisko and Dax embark on their mission safe in the knowledge that Starfleet has provided them with the best possible equipment for the difficult environment.

For extra comfort, the loose T-shirt top is worn over the waist band of the trousers rather than tucked inside.

1 Short sleeves The short sleeves of the under-garment ensure that the cloth does not snag on anything when, for instance, the wearer needs to scramble over rough ground, or dig in the sand.

The loose trousers cover the tops of the shoes, protecting the wearer from sand as they trek through the desert.

2 Cover up It is important that officers in hot environments keep their skin covered as much as possible to avoid sunburn, but there may be times when the loose-fitting cloak is a hindrance to the task at hand. The T-shirt and trousers worn beneath are more practical, but offer less protection.



STAR TREK: The Next Generation

A-Z Episode Guide Part 2

'THE CHASE'

FILE 69 CARD 139



The **U.S.S. Enterprise NCC-1701-D** crew, along with a contingent of **Klingons**, **Romulans**, and **Cardassians**, learn from a four-billion-year-old message that the humanoid civilizations of the **Alpha Quadrant** share a common ancestry.



'THE CHILD'

FILE 69 CARD 26

Counselor Deanna Troi experiences a mysterious pregnancy and gives birth to a rapidly growing alien child who is eager to learn about humanity. The child, named after Troi's father, **Ian Andrew**, dies when it realizes it is emitting harmful radiation.



'CLUES'

FILE 69 CARD 86



The **U.S.S. Enterprise** crew try to account for a period of missing time after passing through the **Ngame nebula**. The evidence appears to have been covered up, however, by the ship's android officer **Lt. Commander Data**.

'CODE OF HONOR'

FILE 69 CARD 3

The **U.S.S. Enterprise** travels to **Ligon II** to pick up some vaccines for **Styris IV**. During the visit, **Lt. Tasha Yar** becomes involved in a dispute between a civil leader and his wife, and is forced to take part in a battle to the death.



'COMING OF AGE'

FILE 69 CARD 18



Wesley Crusher fails his entry exam to **Starfleet Academy**, although the academy hopeful does learn a valuable lesson from his **Psych Test**. Meanwhile, **Captain Picard** is told that **Starfleet** may be in the grip of a conspiracy.

'CONSPIRACY'

FILE 69 CARD 24

The **U.S.S. Enterprise** returns to Earth to investigate the rumours of a conspiracy at **Starfleet** headquarters, only to find that the threat is all too real.



'CONTAGION'

FILE 69 CARD 36



An ancient computer software weapon destroys the **U.S.S. Yamato NCC-71807**, and then threatens the **U.S.S. Enterprise** with the same fate.

'CONUNDRUM'

FILE 69 CARD 110

A **Satarran** agent masquerades as **Commander Kieran MacDuff**, in order to convince the amnesiac crew of the **U.S.S. Enterprise** that **Starfleet** has ordered them to attack the **Lysian Central Command**.



'COST OF LIVING'

FILE 69 CARD 116

Lwaxana Troi's fiancé, **Minister Campio**, realizes that the **Betazoid's** free-living customs are too much for his society's rigid sense of duty and protocol.





STAR TREK: The Next Generation A-Z Episode Guide Part 2



'DARK PAGE'

FILE 69 CARD 150

Lwaxana Troi falls into a coma when suppressed memories of the death of her first daughter, **Kestra**, are reawakened.

'DARMOK'

FILE 69 CARD 99



A **Tamarian** captain strands himself and **Captain Jean-Luc Picard** on a planet inhabited by a dangerous hunter, in an attempt to open a dialogue between their two civilizations.



'Datalore'

FILE 69 CARD 13

Data's discovery that he has an identical brother is soured when **Lore** shuts him down and attempts to take over the **U.S.S. Enterprise NCC-1701-D**.



'DATA'S DAY'

FILE 69 CARD 83



Data records the events of a typical day in his life, while also trying to fulfill his role as 'father of the bride' to **Keiko O'Brien**.

'THE DAUPHIN'

FILE 69 CARD 35

Wesley Crusher falls in love with **Salia**, an **allasomorph** who is returning to her homeworld in an effort to restore peace.



'THE DEFECTOR'

FILE 69 CARD 57



A senior **Romulan** officer defects to the **Federation** with disturbing evidence of an invasion plan.

'DEJA Q'

FILE 69 CARD 60

Q finds himself on the **U.S.S. Enterprise**, having been stripped of his powers by the **Q Continuum**. He asks his old sparring partner, **Captain Picard**, for safe haven on the starship.



'DESCENT', Part I

FILE 69 CARD 145



During an encounter with a renegade faction of the **Borg**, **Data** experiences an emotional response. He is later persuaded to leave the **U.S.S. Enterprise** with one of the Borg drones.

'DESCENT', Part II

FILE 69 CARD 145

The crew locate **Data**, only to discover that he is being manipulated by his brother, **Lore**, who has elected himself the leader of a group of self-aware **Borg**.



'DEVIL'S DUE'

FILE 69 CARD 85



The **U.S.S. Enterprise** comes to the aid of the inhabitants of **Ventax II**, who signed a deal with the devil in exchange for a 1000 years of peace. The mythological **Ardra** now wants her due.

'DISASTER'

FILE 69 CARD 102

The **U.S.S. Enterprise** is crippled in a collision with two **quantum filaments**. As the highest ranking officer on the bridge, command of the ship falls to **Counselor Deanna Troi**.

'Once More Unto The Breach'

'ONCE MORE UNTO
THE BREACH'

"Help me fight again, Worf.
Help me end my life as I
have lived it. As a warrior."

— Kor to Worf

Kor visits *Deep Space Nine* in order to ask a favor from Worf, the one friend he has left. The old Klingon warrior wants to relive his glory days and die in battle. Worf grants Kor a commission on the *I.K.S. Rotarran*, not realizing that General Martok is one of the Dahar Master's many enemies.

Worf is visited by the seasoned Klingon war hero Kor, who divulges that his services have not been required for the **Dominion war**. The inflexible old warrior has made so many enemies he now has few friends, and so asks Worf to ensure that he dies as a warrior.

Among Kor's many adversaries is **General Martok**, whose application to the officer corps Kor rejected decades previously because Martok lacked a noble lineage. Martok plans a raiding mission behind enemy lines, but his memory is long, and he will not have Kor command any of his fleet. On his own authority, Worf appoints Kor third officer on Martok's flagship, the *I.K.S. Rotarran*. The deed done, Martok informs Worf that Kor is solely his responsibility.

Past glory

Kor's status as a **Dahar Master** accords him great respect from Martok's crew, much to the general's irritation. Kor indulges in recitations of his previous victories, but the old warrior is also concealing present day memory lapses. His senility emerges, with potentially disastrous consequences, when Martok and Worf are temporarily incapacitated during a **Jem'Hadar** raid. Kor takes command of the *Rotarran* and believes he is fighting the **Federation**, endangering the Klingon fleet with his incompetence. Unable to make himself heard, Martok attempts to kill his old enemy, but Worf intervenes by striking Kor down and resuming command.

Martok's raiding sortie takes a turn for the worse when the Dominion forces display a new capacity for tracking his cloaked ships. Before departing, Martok arranged for any pursuers to encounter more waiting ships at a prearranged point, but he requires extra time to reach this spot. To provide the time, Worf volunteers to engage the Jem'Hadar in what is likely to be a suicide mission. Sensing that this predicament offers the best chance for redemption and rehabilitation, Kor assumes Worf's place and successfully delays the entire Jem'Hadar fleet, dying a Klingon hero.

ON SCREEN...



1 Kor visits Worf on *DEEP SPACE NINE* to ask the younger warrior's help. The Dahar Master wants to join the fight against the Dominion and die in battle.



2 Worf agrees to help Kor by granting him a commission on the *I.K.S. ROTARRAN* as third officer. Martok is outraged by this news and tells Worf that Kor is his responsibility.



3 Ezri Dax knew Kor in her previous incarnations, and divulges to Kira Nerys that since seeing him again she has had vivid dreams about fighting alongside him.



4 Martok's crew are in awe of the Dahar Master, whose former exploits against the Federation are well known. Kor revels in stories of his past victories in battle.



5 Quark believes Ezri wants to renew Dax's previous intimacy with Worf, but she denies any such intentions. Ezri is touched by Quark's concern and calls him a sweetheart.



6 Kor's senility is revealed to the crew when he endangers the ship during a raid, but the Dahar Master later makes amends by taking Worf's place on a suicide mission.

STARSHIP FACTS

Upon learning of Kor's senility, General Martok ruthlessly taunts the old warrior. Kor's dignified response, however, shames Martok, who later admits concern for Kor's future.





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'The Siege of AR-558'

Captain Benjamin Sisko and the crew of the *U.S.S. Defiant NX-74205* experience the true horrors of the Dominion war when they are stranded on the frontlines with the dispirited occupying Starfleet troops of Planet AR-558.

'THE SIEGE OF AR-558'

"According to Starfleet regulations we're supposed to be rotated off the frontline after 90 days. 90 days. We've been stuck on this rock for five months, captain."

— Henshaw to Sisko

A crew from the *U.S.S. Defiant NX-74205* beam down to a former Dominion base supposedly occupied by Starfleet troops, only to be greeted by phaser fire. Captain Benjamin Sisko convinces the Starfleet soldiers that they are a supply team, and the firing stops. During the occupation party's time on the frontline both commanding officers have been killed, and their numbers have diminished to less than a third of their former size. Federation forces are spread thinly in the sector, so reinforcements are not an option, and nor is withdrawal, as the base contains the largest Dominion communications array yet captured, making it of immense strategic value.

The Dominion make frequent attempts to retake their base; when two *Jem'Hadar Warships* attack the orbiting *Defiant*, Sisko orders Worf to take evasive action at the cost of leaving them on the base.

On the Frontline

Sisko and his officers get a ghastly reminder of what war is like when people they have befriended are killed. Cadet Nog is also injured during a reconnaissance mission; his right leg requires amputation, and it is uncertain if the Ferengi will adapt to a biological replacement.

A small victory is achieved when the invisible mines that are concealed in subspace, and regularly manifest to devastating effect around the base, are revealed. With a *Jem'Hadar* attack imminent, they are made available for defensive purposes.

The defenders survive the attack, killing all the *Jem'Hadar*, but at a terrible toll in Starfleet lives. Worf later celebrates a glorious victory, but few of the participants share his thirst for battle. Starfleet does manage to send a replacement crew, sardonically referred to as 'children' by one of the battle's survivors as he watches them arrive in fresh uniforms.

Back on *Deep Space Nine*, Sisko reminds Colonel Kira Nerys that the casualty lists represent people, not just names and ranks.

ON SCREEN...



1 Captain Sisko and his fellow officers from the *U.S.S. Defiant* are introduced to the dispirited and disorganized Starfleet troops on planet AR-558.



2 As Sisko and his men mingle with the demoralized personnel, it becomes obvious that they require more than just fresh supplies.



3 Worf reports a *Jem'Hadar* troop in the vicinity of the Starfleet base before he departs with the *Defiant*. He is also unsure of when he will be able to return.



4 Away from the comparatively safe confines of *DEEP SPACE NINE*, Sisko's officers, including Ezri Dax, experience a ghastly reminder of what war is really like.



5 During the siege on AR-558, Quark sees a different side to Captain Sisko. The Ferengi barkeep warns his nephew Nog that humans change in battle situations.



6 Sisko is successful in leading the Starfleet troops to victory against a *Jem'Hadar* task force, but many Starfleet lives are lost in the process.

STARSHIP FACTS

Quark accompanies the *U.S.S. Defiant* crew to planet AR-558 on a fact finding mission for the Ferengi grand nagus.

T continued

Tomin, Ambassador

This **Kadi** representative visited the **U.S.S. Voyager NCC-74656** in 2375. Once on board, Tomin violated every tenet of his strict culture by sampling the broad range of food and drink that *Voyager* offered, and socializing until he was unconscious. **Borg nanoprobes** restored his sobriety before he was reunited with his superior. (*Starship Log: 'Someone to Watch Over Me' [VOY]*) **SEE FILE 71**

Tomlinson, Lieutenant Robert

This officer worked in **phaser control** aboard the **U.S.S. Enterprise NCC-1701** in 2266. **Captain Kirk** was in the process of joining Tomlinson and **Angela Martine** in matrimony until a red alert stopped the nuptials. Tomlinson was later killed in the subsequent battle against a **Romulan Bird-of-Prey**. (*Starship Log: 'Balance of Terror' [TOS]*) **SEE FILES 19, 68**



▲ The marriage of Lt. Robert Tomlinson and Angela Martine was disrupted by a Romulan attack in which the groom was later tragically killed.

tomographic imaging scanner

This device gathers data on a **metaphasic** target. In 2364, the tomographic imaging scanner had yet to be created, and was just a notion of the **Daystrom Institute**. In **Q's anti-time** reality, the tomographic imaging scanner was standard equipment aboard **Federation** starships in 2370. (*Starship Log: 'All Good Things ...' [TNG]*) **SEE FILE 69**

Tong Beak Nebula

This massive collection of interstellar matter was located near the **Cardassian-Federation** border, and was a known hiding place for **Dominion** ships in 2373. **General Martok** chose a course around the nebula to avoid a fight, after he assumed command of the **I.K.S. Rotarran**. (*Starship Log: 'Soldiers of the Empire' [DS9]*) **SEE FILE 70**

Tong Vey

This ancient city was attacked by the **Klingon Emperor Sompek** and 10000 of his warriors. Sompek ordered the city burned and everyone in it killed. **Worf** owned a Battle of Tong Vey **holosuite** program. (*Starship Log: 'Rules of Engagement' [DS9]*) **SEE FILES 11, 70**

Tongo Rad

This young man was a follower of **Dr. Sevrin's Eden** movement in 2369. Rad's father was the **Catuallan** ambassador. (*Starship Log: 'The Way to Eden' [TOS]*) **SEE FILES 58, 68**



▲ Despite the taboos of his race, Ambassador Tomin sampled the full range of forbidden luxuries that the **U.S.S. VOYAGER NCC-74656** offered.

tongo

This **Ferengi** game of chance, business acumen, and psychology requires a special tongo wheel and round tongo cards for play. **Quark's bar** offered tongo facilities, and the game was often played after hours by the Ferengi staff and **Jadzia Dax**. **Ferenginar** hosts an annual Global Tongo Championship. (*Starship Log: 'Playing God' [DS9]*) **SEE FILES 66, 70**

Tonkian homing beacon

This stolen piece of equipment was found in an **Acamarian Gatherer** encampment on **Gamma Hromi II** in the **Hromi Cluster**. The Gatherers' cache also included **Artonian lasers**. (*Starship Log: 'The Vengeance Factor' [TNG]*) **SEE FILES 18, 69**

Tonsa, Vedek

This **Bajoran** holy man was stationed on **Deep Space Nine** in 2372. **Prime Minister Shakaar's** assistant sought Vedek Tonsa's support for Shakaar's political agenda. Tonsa was one of the station's best **springball** players. (*Starship Log: 'Crossfire' [DS9]*) **SEE FILES 66, 70**

tooth sharpener

This handheld oral hygiene power tool was popular among the **Ferengi**. The device quickly ground teeth to a point. In 2372, **Worf** was interested in purchasing **Nog's** tooth sharpener. (*Starship Log: 'Family Business' [DS9]*) **SEE FILE 70**

topaline

This vital and scarce ore was needed in **Federation** and **Klingon** environmental support systems. Topaline deposits on **Capella IV** prompted a conflict over mining rights in 2267. (*Starship Log: 'Friday's Child' [TOS]*) **SEE FILES 18, 48, 58, 68**

Topek, Vedek

Kira Nerys commented that **Tora Ziyal's** drawings reminded her of the work of this famous **Bajoran** artist. **Gul Dukat** said that to him, they looked similar to the work of **Cardassian** artist **Napart Malor**. (*Starship Log: 'Sons and Daughters' [DS9]*) **SEE FILE 70**

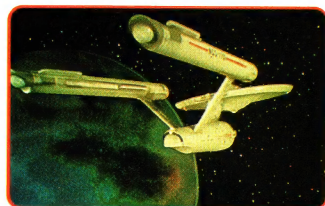
Topin system

This star system, located in the **Federation-Cardassian Demilitarized Zone**, featured an erratic protostar that was responsible for massive **magnetascopic interference**. **Ro Laren** told members of the **Maquis** that the interference would mask her theft of **medkits** from the **U.S.S. Enterprise NCC-1701-D** in 2370. (*Starship Log: 'Preemptive Strike' [TNG]*) **SEE FILE 69**

Tomin, Ambassador
Tomlinson, Lieutenant Robert
tomographic imaging scanner
Tong Beak Nebula
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Toq
Torolan
Tora Naprem
Tora Ziyal
Torak
Torak, Governor
Toral
Toran, Gul
Toran, Gul [2]
Toran, Minister
toranium
Torat
Torch of G'boj
Tore, Nellen
Toreth, Commander
Torg



▲ **Worf** was impressed by **Nog's** tooth sharpener, which the young Ferengi included in his sale of childhood possessions prior to joining **Starfleet Academy**.



▲ In 2267, the **U.S.S. ENTERPRISE** was sent to **Capella IV** to secure a mining contract for **topaline**.



▲ Prior to stealing **medkits** from the **U.S.S. ENTERPRISE NCC-1701-D** in 2370, **Ro Laren** hid her **Maquis** ship in the **Topin** system.



Toq This **Klingon** male was born to survivors of the **Khitomer Massacre**. Toq was raised in the insular world of the **Carraya system** prison camp, and was eager to leave with **Worf** in 2369. (*Starship Log: 'Birthright', Parts I and II [TNG]*) **SEE FILES 12, 69**

▶ **During his stay at the Romulan-Klingon camp, Worf taught Toq about the true nature of being a Klingon warrior. They went hunting together in the surrounding forests, in an effort to hone their skills.**



Tor Jolan This individual was revered as one of **Bajor's** most noted composers. **Julian Bashir** impressed **Kira Nerys** by knowing about Tor and requesting his music from the **Runabout** computer. Bashir considered Tor to be a lightweight composer inspired by other musicians. (*Starship Log: 'Crossover' [DS9]*) **SEE FILE 70**

Tora Naprem This female **Bajoran** was engaged in a love affair with **Gul Dukat** during the **Cardassian** occupation of **Bajor**, and was the mother of his child, **Tora Ziyal**. In 2366, Dukat sent mother and child away aboard the **Ravinok**. The ship was attacked by the **Breen**, and crashed on **Dozaria**, killing Naprem. (*Starship Log: 'Indiscretion' [DS9]*) **SEE FILES 50, 70**

Tora Ziyal The daughter of **Gul Dukat** and **Tora Naprem**. Ziyal survived the crashlanding of the **Ravinok**, and six years of slave labor on the planet **Dozaria**, before she was rescued in 2372. Ziyal found it difficult to overcome her mixed heritage until her talent as an artist brought a new and fulfilling aspect to her life. She was killed by **Damar** in 2374, after he accused her of betraying the **Cardassian** war effort. (*Starship Log: 'Indiscretion' [DS9]*) **SEE FILES 47, 50, 70**



▶ **Major Kira had grown particularly close to the young Tora Ziyal, and was greatly upset by her untimely and senseless death.**

Torak The **Drellian** word for the devil. In 2367, **Ardra** claimed to have been called many things by many cultures, including **Torak**, **Mendora**, and **Fek'Ihr**. (*Starship Log: 'Devil's Due' [TNG]*) **SEE FILES 58, 69**

Torak, Governor This elder **Klingon** administrator was posted close to **Starfleet's Relay Station 47**. Torak reluctantly helped **Captain Picard** investigate the apparent murder of **Lt. Aquiel Uhnari**, and complained loudly after Uhnari was located alive in Klingon space. (*Starship Log: 'Aquiel' [TNG]*) **SEE FILE 69**

Toral This young **Klingon** was the illegitimate son of **Duras**. In 2367, Toral fronted a failed coup of the **Klingon Empire** under the control of his aunts, **Lursa** and **B'Etor**. Five years later, he tried to retrieve the legendary **Sword of Kahless**, believing that it would provide a shortcut to the position of Klingon high chancellor. (*Starship Log: 'Redemption' [TNG]; 'The Sword of Kahless' [DS9]*) **SEE FILES 11, 48, 69, 70**

Toran, Gul This **Cardassian** officer was in pursuit of the radical **Professor Natima Lang**, and her students **Rekelen** and **Hogue**, in 2370. Toran arrived on **Deep Space Nine** and discovered, seconds before he was killed, that **Garak** was a supporter of Lang. (*Starship Log: 'Profit and Loss' [DS9]*) **SEE FILE 70**

Toran, Gul [2] This **Cardassian** starship commander pursued **Thomas Riker** aboard the stolen **U.S.S. Defiant NX-74205**, near **Cardassian Outpost 61** in the **Almatha sector** in 2371. Toran realized too late that he was actually chasing a warp signature decoy. (*Starship Log: 'Defiant' [DS9]*) **SEE FILE 70**

Toran, Minister This official of the **Bajoran provisional government** was in charge of **Bajor's** first major works project following the end of the occupation. Toran worried over every detail of the plan to transfer power from the moon of **Jeraddo** to Bajor. (*Starship Log: 'Progress' [DS9]*) **SEE FILES 10, 70**

toranium This resilient alloy, manufactured by the **Cardassians**, proved to be unaffected by standard **phaser** fire. Cutting toranium was a job strictly for **bipolar torches**. Toranium inlay was installed in the corridors of **Deep Space Nine**. (*Starship Log: 'The Forsaken' [DS9]*) **SEE FILE 70**

Torat This highly-regarded astrophysicist had 60 astronomical phenomena discoveries to his credit. Torat gave **Captain Janeway** information about an intermittent **cyclic vortex** in **Devore space**, in exchange for a supply of **mercurium isochromate** to power his ship. (*Starship Log: 'Counterpoint' [VOY]*) **SEE FILE 71**

Torch of G'boj The only **Klingon** artifact more revered or sought after than this sacred symbol of the ancient Klingons was the legendary **Sword of Kahless**. (*Starship Log: 'The Sword of Kahless' [DS9]*) **SEE FILES 11, 70**

Tore, Nellen This female from **Delb II** worked as **Admiral Norah Satie's** assistant in 2367. Tore was always at Satie's side, silently taking notes or recording the admiral's dictation. (*Starship Log: 'The Drumhead' [TNG]*) **SEE FILES 43, 69**

Toreth, Commander This female officer was captain of the **Imperial Romulan Warbird Khazara**. Toreth was a political moderate who detested the **Tal Shiar**. Her military credentials included a **Sotarek Citation**. (*Starship Log: 'Face of the Enemy' [TNG]*) **SEE FILES 49, 69**

Torg This **Klingon** warrior was part of **Commander Kruge's** crew in 2285. Torg led the mission to secure the **U.S.S. Enterprise NCC-1701** after **James T. Kirk** surrendered the vessel, and was killed when the ship self-destructed in orbit of the **Genesis planet**. (*Starship Log: 'Star Trek III: The Search for Spock'*) **SEE FILE 74**

▶ **Torg arrived on the bridge of the U.S.S. ENTERPRISE NCC-1701 seconds before the ship was consumed by fire.**





T continued

torga

In an alternate timeline, a torga was a beast of burden, used by the descendants of the crew of the **U.S.S. Defiant NX-74205** who lived on the planet **Gaia**, in the **Gamma Quadrant**. The **Klingon 'Sons of Mogh'** rode wild torgas to hunt for food and furs. (*Starship Log: 'Children of Time'* [DS9]) **SEE FILES 4, 70**

Torga IV

This **Class-M** planet, located in the **Gamma Quadrant**, was notable for its vast deposits of **cormaline**. A contingent of **Starfleet** personnel visited Torga IV in 2373 to consider establishing a mining operation there. During their mission they also found and salvaged a crashed **Jem'Hadar Attack Ship**. (*Starship Log: 'The Ship'* [DS9]) **SEE FILES 40, 70**

Torgud gagh

Ezri Dax differentiated Torgud gagh from the other 50 varieties of this **Klingon** food by its slimy texture. (*Starship Log: 'Prodigal Daughter'* [DS9]) **SEE FILE 70**

Torigan, Ensign

This young **Starfleet** officer carried out tactical duties aboard the **U.S.S. Enterprise NCC-1701-D** during the Gamma night shift. In 2369, **Worf** was admonished for failing to relieve Torigan in a timely fashion. (*Starship Log: 'Rightful Heir'* [TNG]) **SEE FILE 69**

Torin

This **Klingon** monk lived in the monastery on the planet **Boreth**. **Worf** confided to Torin that he had seen **Kahless the Unforgettable** in the caves of **No'Mat**. Torin and **Koroth** included Worf's vision in the memories instilled in their clone of Kahless. (*Starship Log: 'Rightful Heir'* [TNG]) **SEE FILES 11, 69**

Torin was involved in the plan to clone Kahless the Unforgettable at the monastery on Boreth.



Torman V

This **Class-M** planet was the location of **DaiMon Solok's** base. In 2369, **Captain Picard**, **Lt. Worf**, and **Dr. Beverly Crusher** ventured to Torman V, to hire Solok to transport them to **Celtris III**, a planet situated in **Cardassian** space. (*Starship Log: 'Chain of Command', Part I* [TNG]) **SEE FILE 69**

Tormolen, Lieutenant Joe

This crewman aboard the **U.S.S. Enterprise NCC-1701** was responsible for accidentally bringing the **Psi 2000** virus aboard the ship. When **Sulu** and **Kevin Riley** tried to prevent Tormolen's virus-induced suicide, they became infected themselves. (*Starship Log: 'The Naked Time'* [TOS]) **SEE FILES 20, 68**



This JEM'HADAR ATTACK SHIP, discovered by Captain Sisko and the crew of the U.S.S. DEFIANT on Torga IV in 2373, was salvaged and used to attack a Dominion facility in 2374.

Torna IV

This planet was the location of a tavern that **Kor** visited in 2372. The elderly **Klingon's** boasting about the **Sword of Kahless** intrigued fellow patron **Toral**, of the **House of Duras**, who also wished to possess the legendary sword. (*Starship Log: 'The Sword of Kahless'* [DS9]) **SEE FILES 48, 70**

Toron-class shuttlecraft

These small spacefaring vessels are of **Klingon** origin. **Koral**, a Klingon associate of the artifact pirate **Arctus Baran**, owned a **Toron-class** ship that received a health and safety inspection aboard the **U.S.S. Enterprise NCC-1701-D** in 2370. (*Starship Log: 'Gambit', Part II* [TNG]) **SEE FILES 34, 69**

Torona IV

This world was home to the **Jarada** civilization. The **U.S.S. Enterprise NCC-1701-D** visited Torona IV in 2364, being mindful to follow the protocol dictated by the Jarada. (*Starship Log: 'The Big Goodbye'* [TNG]) **SEE FILE 69**

Torothka virus

This **Romulan** disease produces such symptoms as painful stomach cramps and unbearable rashes. The **U.S.S. Voyager NCC-74656's** **EMH** used the Torothka virus as an excuse to examine Romulan hijackers aboard the **U.S.S. Prometheus NX-59650** in 2374. (*Starship Log: 'Message In A Bottle'* [VOY]) **SEE FILE 71**

torpedo bay

This location inside a vessel is where torpedoes are primed and fired from. Among others, **Federation**, **Klingon**, and **Romulan** vessels all have torpedo bays. (*Starship Log: Star Trek II: The Wrath of Khan; Star Trek VI: The Undiscovered Country; 'Yesterday's Enterprise'* [TNG]; 'Emissary' [DS9]; 'Resolutions' [VOY]) **SEE FILES 20, 21, 22, 24, 25, 26, 27, 34, 35, 69, 70, 71, 73, 77**

torpedo frequency

The shielding of a torpedo casing can be adjusted to match a particular frequency. In 2371, **Lursa** and **B'Etor** successfully matched their torpedo frequency with the exact modulation of the **U.S.S. Enterprise NCC-1701-D's** shields, nullifying their effectiveness and providing the **Klingons** with a tactical advantage. (*Starship Log: Star Trek Generations*) **SEE FILES 60, 78**

torga

Torga IV

Torgud gagh

Torigan, Ensign

Torin

Torman V

Tormolen, Lieutenant Joe

Torna IV

Toron-class shuttlecraft

Torona IV

Torothka virus

torpedo bay

torpedo frequency

torpedo sustainer engine

Torres, Lieutenant

Torres, Lieutenant B'Elanna

Torros III

Torrot, DaiMon

Torsus

Toruk-DOH

Torvin

Torvin, Doctor

Torze-qua

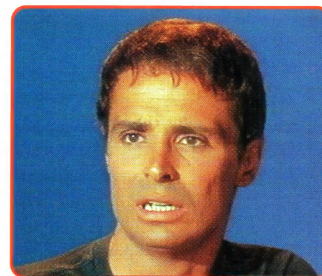
Toscat

Tosin

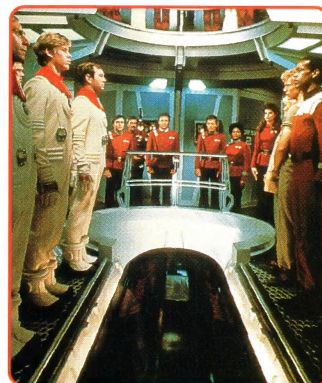
Tosk

total monopoly

Total Systemic Invasion of a Klingon-Human Hybrid by a Cytoplasmic Pseudo-Parasite'



Lt. Joe Tormolen became increasingly depressed after being infected by the Psi 2000 virus, and died after simply giving up on life.



Captain Spock's funeral took place in the torpedo bay of the U.S.S. ENTERPRISE NCC-1701 in 2285. Many of the crew assembled to pay their last respects.



torpedo sustainer engine

This matter/antimatter power cell is responsible for keeping the **sustainer coil** online, allowing a **photon torpedo** to maintain warp speeds, if needed, after it is launched. (*Starship Log*: 'Half a Life' [TNG]) **SEE FILES 60, 69**

Torres, Lieutenant

This young human male was assigned to the conn aboard the **U.S.S. Enterprise NCC-1701-D** in 2364. Torres was frozen solid after attempting to shoot **Q**, but he was later revived. (*Starship Log*: 'Encounter at Farpoint' [TNG]) **SEE FILE 69**



Torres, Lieutenant B'Elanna

This half-Klingon, half-human woman had a disparaging attitude toward both Klingon and **Starfleet** philosophies, but found an outlet for her aggressive personality, as well as her engineering skills, in the **Maquis**. After becoming stranded in the **Delta Quadrant** with the **U.S.S. Voyager NCC-74656** in 2371, Torres received a field commission to the post of chief engineer aboard the starship. Torres's nicknames have included **Lanna**, and **BLT**. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 43, 71**

◀ **B'Elanna Torres was chief engineer aboard the U.S.S. VOYAGER.**

Torros III

This planet was the location of a **Dominion** ship-building facility. In 2373, the **U.S.S. Defiant NX-74205** distracted Dominion forces while a special **Federation-Klingon** attack group slipped into **Cardassian** space and decimated Torros III's shipyards. (*Starship Log*: 'A Call to Arms' [DS9]) **SEE FILE 70**

Torrot, DaiMon

The personality of this **Ferengi**, who had been assimilated by the **Borg**, was manifested by **Seven of Nine** in 2375 when she experienced a multiple personality disorder. Torrot offered to buy the **U.S.S. Voyager NCC-74656**'s **astrometrics** display. (*Starship Log*: 'Infinite Regress' [VOY]) **SEE FILE 71**

Torsus

This self-aware **Borg** ambushed an away team from the **U.S.S. Enterprise NCC-1701-D** on **Ohniaka III** in 2369. **Commander Riker** killed Torsus, to the dismay of Torsus's fellow Borg. (*Starship Log*: 'Descent', Part I [TNG]) **SEE FILE 69**



Toruk-DOH

A remarkably foul **Klingon** swear word. After the **Lady Sirella** said that **Jadzia Dax** was a **Risian** slut, Jadzia called Sirella a Toruk-DOH. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILE 70**

◀ **Jadzia Dax uttered a particularly strong Klingon obscenity during her hen party in 2374.**

Torvin

In an alternate timeline, which was inadvertently created by the crash of the **U.S.S. Defiant NX-74205**, this individual lived on the planet **Gaia** in 2373. Torvin, who had forehead ridges, was a member of the **Worf** and **Jadzia Dax** family line, and therefore part of the planet's so-called **Klingon** tribe, **The Sons of Mogh**. Torvin's timeline was erased from existence when the *Defiant* crew left the planet. (*Starship Log*: 'Children of Time' [DS9]) **SEE FILES 18, 70**

Torvin, Doctor

This **Trill** surgeon worked at the **Trill Symbiosis Commission** in 2371. Torvin was waiting for **Dr. Renhol's** orders to prepare a new host for the **Dax** symbiont. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 18, 70**

Torze-qua

This fragment of a ritual musical would have been played by **Kriosian Ambassador Briam** during the **Ceremony of Reconciliation** on the **U.S.S. Enterprise NCC-1701-D**. When Briam was injured, **Captain Picard** was forced to perform in his place. (*Starship Log*: 'Perfect Mate' [TNG]) **SEE FILE 69**

Toscat

This **Ocampa** male refused to admit that his people had devolved because of the **Caretaker's** actions. Toscat urged **Kes** to be grateful for the lifestyle the Caretaker had provided them with. (*Starship Log*: 'The Caretaker' [VOY]) **SEE FILE 18, 71**

Tosin

This vicious **Kolaati** bandit operated near the **Nekrit Expanse**. Tosin demanded three grams of **warp plasma** from **Neelix** and **Wixiban** to replace revenues he had lost during a failed transaction. (*Starship Log*: 'Fair Trade' [VOY]) **SEE FILE 71**

Tosk

The first life form to appear on **Deep Space Nine** from the **Gamma Quadrant**. Tosk was bred as a trained target for the **Hunters**



of his world. **Miles O'Brien** offered Tosk shelter aboard the station, but the prey chose to fulfill his duty and fled back through the **Bajoran wormhole**, with the Hunters in pursuit. (*Starship Log*: 'Captive Pursuit' [DS9]) **SEE FILES 18, 70**

▶ **Tosk fled to DEEP SPACE NINE in 2369. Chief Miles O'Brien made repairs to the alien's vessel, which enabled Tosk to later make a swift departure from the station.**

total monopoly

In the **Ferengi** game of **tongo**, a certain group of cards, as defined by the rules, are called a total monopoly. A total monopoly is a rare and winning hand. (*Starship Log*: 'Change of Heart' [DS9]) **SEE FILE 70**

'Total Systemic Invasion of a Klingon-Human Hybrid by a Cytoplasmic Pseudo-Parasite'

The title of a scientific paper that the **Crell Moset** hologram proposed he and the **U.S.S. Voyager NCC-74656**'s **EMH** collaborate on for presentation to the **Federation Medical Academy**. (*Starship Log*: 'Nothing Human' [VOY]) **SEE FILE 71**

touch-and-go downwarping

This carefully-timed maneuver enables a starship to drop out of warp for a very brief moment, then resume travel at its previous speed. Touch-and-go downwarping can be a prelude to a near-warp transport. (*Starship Log*: 'The Schizoid Man' [TNG]) **SEE FILE 69**